

Dark Age of Camelot

Shrouded
Isles™



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Dark Age of Camelot™



Prima's Official Strategy Guide

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Dark Age of Camelot™ Shrouded Isles™



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Table of Contents

Chapter 1: Introduction and Acknowledgments	4
Chapter 2: Avalon	5
Inconnu	5
Classes	
Reaver	6
Reaver Soulrending	9
Reaver Styles	10
Necromancer	11
Necromancer Spells	15
Zone Maps	20
Isle of Glass	21
Avalon Isle	29
Dales of Devwy	35
Gwyddneau	42
Caldey	48
Aldland	53
Avalon Cities	58
Avalon Master Merchant List	58
Avalon Master Quest Locator	63
Anniogel (Zone: Isle of Glass)	64
Little Haven (Zone: Caldey)	68
Caer Diogel (Zone: Aldland)	70
Caer Gothwaite (Zone: Isle of Glass)	74
Caifelle (Zone: Isle of Glass)	79
Clifton (Zone: Gwyddneau)	81
Fort Gwyntell (Zone: Dales of Devwy)	83
Gothwaite Harbor (Zone: Isle of Glass)	86
Wearyall Village (Zone: Avalon Isle)	90
Avalon Dungeons	93
Chapter 3: Aegir	99
Valkyn	99
Aegir Classes	100
Bonedancer	100
Bonedancer Spells	101
Savage	108
Hand-to-Hand Combat Styles	111
Zone Maps	112
Aegir's Landing	113
Gripklosa Mountains	119
Faraheim	124
Munin Sound	129
Delling Crater	133
Iarnwood	139
Aegir Cities	143
Aegir Master Merchant List	143
Aegir Master Quest Locator	147
Aegirhamn (Zone: Aegir's Landing)	148
Bjarken (Zone: Gripklosa Mountains)	154
Dellingstad (Zone: Delling Crater)	157
Dyrfjell (Zone: Aegir's Landing)	158
Hagall (Zone: Faraheim)	161
Iarn Dwarf Encampment (Zone: Iarnwood)	164
Knarr (Zone: Munin Sound)	166
Aegir Dungeons	170
Chapter 4: Hy Brasil	176
Sylvan	176
Hy Brasil Classes	177
Animist	177
Animist Spells	180
Valewalker	186
Valewalker Spells	189
Valewalker Combat Styles	192
Zone Maps	193
Domnann	194
Caillte Garran	200
Vale of Balor	205
Vigilant Rock	211
Cothrom Gorge	217
World's End	222
Hy Brasil Cities	227
Hy Brasil Master Merchant List	227
Hy Brasil Master Quest Locator	231
Bann-didein (Zone: Domnann)	232
Droighaid (Zone: Caille Garran)	234
Grove of Aalid Feie (Zone: Vale of Balor)	237
Grove of Domnann (Zone: Domnann)	240
Krrzck (Zone: World's End)	246
Necht (Zone: Vigilant Rock)	247
Outlander Town (Zone: Cothrom Gorge)	250
Hy Brasil Dungeons	252
Chapter 5: Spellcrafting	258
Chapter 6: Alchemy	264
Chapter 7: Dueling	279
Intro to Dueling	279
Dueling the Classes of Albion	281
Dueling the Classes of Hibernia	290
Dueling the Classes of Midgard	299

Dark Age of Camelot™

Shrouded Isles™

Where do we begin? It's a good question, and although it applies to this introduction, it was the first question the Prima in-house team asked after jumping into the *Shrouded Isles* beta test. Being avid players of the game since very near its conception, we were surprised at how much the wonderful people at Mythic had expanded their universe. Our surprise quickly turned to panic when we realized that this guide could not be written by the in-house team alone. There was too much to cover, and very little time to do so.

Fortunately, if there is one thing you learn after playing a game like DAoC, it's that there is always someone who knows more than you. So, instead of taking it upon our shoulders, we went to the Dark Age community to gather the information contained within this book. What we got from them is nothing less than outstanding. They had precious little time to work, a patch-happy beta to work with, and me as their lead (one guess which was the worst of the three). But for the love of the game, they persisted and produced more than we alone could have. So if you find what is contained within this guide useful, and we know you will, you have them to thank. Dark Age thrives on its sense of community, and this project survived because of it.

First and foremost, our sincere thanks go to Mark Davis at Mythic, who somehow found the time to get us the information we needed while simultaneously getting a game ready for launch *and* welcoming all 6 lbs., 13 oz. of his new son Ethan into the world. Congratulations, Mark!

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Cory "Ephraim" Cooperman—"Introduction to Dueling" and "Dueling the Classes of Albion"

April "Aprile" Hardin—Spellcrafting

Martyn "Prissy" Adams—Alchemy; visit his Alchemy web site at <http://www.midnightsojourn.com/alchemy.html>

Chris "Rayania" Harr—Valewalker Class and 2nd Lead, Hy Brasil

Daniel "Tigerlily" Amara—Animist Class

Kristine "Grimore" Barwin—Reaver Class (Congrats on being the first Reaver to reach 50!)

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Brian "Dryst" Reece

"Rambler"—Animist Team Lead

Ryan "Mcameter Stormhammer" Brown

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Jeff Barton

Michael Littlefield

Kevin Sakamoto

Brandon Smith

Mario De Govia

Don Tica

Thank you all for an outstanding job.

Sincerely,

Damien Waples

In-House Lead Writer, Avalon

Inconnu

The Inconnu (literally "mysterious") are small humanoids with blue skin, pale hair, and large eyes. They live underground and exist to serve Arawn, the "old world" lord of the underworld.

The Inconnu want to ally with the Britons to retake the lost Island of Avalon, which has been overrun by the forces of Morgana. Morgana has been stirring up things in the underworld with her Necromancy, and Arawn wants to stop it. To this end, he has instructed the Inconnu to ally with the forces of Albion to stop their common enemy.



CLASSES

Class Path	Class	Commentary
Fighter	Armsman, Mercenary, Paladin, Reaver	Inconnu make good Reavers, but are mediocre melee fighters due to their lack of strength.
Rogue	Scout, Minstrel, Infiltrator	Inconnu make above-average Infiltrators, due to their high dexterity, and average Scouts.
Mage	Sorcerer, Cabalist	Inconnu make above-average Mages, due to their high base intelligence.
Disciple	Necromancer	Inconnu Disciples make good Necromancers.



BEGINNING STATS

Attribute	Value
Strength	50
Constitution	60
Dexterity	70
Quickness	50
Intelligence	70
Piety	60
Empathy	60
Charisma	60

Reaver

damage types to suit any adversary. Slash, crush, and pierce damage are available to the Flexible Weapon line.

Creation

To make a Reaver you must select the "Fighter" path.

Races

There are three races available to the Reaver class: Britons, Saracens, and Inconnu.

Britons: Selecting the Briton gives you even stats across the board. It's a good choice for a Reaver if you aren't sure which role you want your character to assume.

Saracens: Saracens start with a bonus to Dexterity and therefore have a higher chance to block and parry during combat. Also, Flexible weapon damage is based on both Strength and Dexterity, so the Saracen is a wise choice.

Inconnu: The Inconnu's high Intelligence makes it a sensible choice for a Necromancer, but its low Dexterity and Quickness is a detriment to the Reaver class. This race is recommended to the harder role-playing fans, and it offers a higher Constitution than the Saracen.

Stat Point Allocation

Strength, Dexterity, Constitution, and Piety are the main statistics that your Reaver relies on.

STR: Weapon spec level and Strength together determine how much melee damage you inflict.

DEX: This determines how much you block and parry. Flexible weapons use 50% Dexterity to determine weapon damage.

CON: This increases your hit points, a must for a hybrid tank.

PIE: This increases your power pool and directly affects the amount of damage you do with your spells.

Add 10 to Strength, 10 to Dexterity, and 10 to Constitution at creation.

Races

Briton/Saracen/Inconnu

Titles

5	Dark Squire
10	Strongarm of Arawn
15	Protector of Arawn
20	Soul Protector
25	Gray Knight
30	Defender of Arawn
35	Underworld Knight
40	Guardian of Arawn
45	Hero of Arawn
50	Dark Knight

Skills

(Training Points: 2.0)

1	Deathsight
1	Painworking
5	Crush
5	Slash
5	Thrust
5	Shield
5	Flexible
10	Parry

Abilities

1	Staves
1	Sprint
1	Leather Armor
5	Studded Armor
5	Small Shields
5	Slash
5	Crush
5	Flexible
10	Chain Armor
12	Protect
15	Large Shields
15	Evade
17	Intercept
20	Protect II
25	Protect III

The Reaver is Albion's first offensive tank hybrid. The Reaver's ability to train in parry and shield, coupled with a Dexterity boost every level, makes it a formidable defensive class as well. The Reaver bridges the gap between the more defensive sword-and-board Paladin, and the offensive-minded, polearm-wielding Armsman. A group containing at least one of each of these classes will benefit from them.

Two new specialization lines come with the Reaver class. The Soulrending line contains lifetaps; debuffs; point-blank and area-of-effect damage spells; and a spell that gives an equipped weapon a chance to process a lifetap, adding hit points to the Reaver if successful. The second new line, Flexible Weapon, allows the Reaver to wield whips, chains, and flails. Flexible weapons can change

Early Levels (1–4)

The early levels for Fighters are difficult, especially for those who join the Reaver class at level five—they receive no spells until level five. Due to your relatively low Strength and Constitution (compared to the Highlander Armsman who also begins on the Fighter path), you can only efficiently take on blue con MOBs.

Tactics

Simple—select a blue MOB and hit it until it dies. Repeat.

TIP

The Headless Dead outside of Caer Gothwaite drop studded armor, which perfectly suits your Fighter.

Leveling Up

You are further hampered at these low levels if you plan to specialize in Flexible Weapon. Unless you find a drop, save your copper until you can buy a decent Flexible weapon.

Likewise, if you are planning on specializing in Soulrending (you better be) at level five, save your specialization points until you hit five.

Level 5

Head to Shrouded Isles if you aren't there already. The portal in Avalon Marsh is between the stable and the wharf. The Reaver Trainer is in the back of the castle that sits atop the hill, east of the portal.

Specializing

You need to decide how to spend your spec points. A Reaver has two spec points per level, so a good template is as follows: Keep Soulrending equal to your level. This way, you'll receive your all-important spells as soon as they become available. Keep your preferred weapon style at 2/3 your level and spend the remaining points on shield.

NOTE

Don't go over 20 in shield until you are familiar with the game and are certain how high you're going to go with your spell line and weapon line.

Why Soulrending?

Soulrending is the defining spec path for the Reaver. It bestows a powerful line of pulsing area-of-effect debuff and direct-damage spells. You gain the ability to drain life from your opponent and cast a short duration damage add on yourself. A Reaver without high spec in Soulrending is a detriment to both himself and his group. Pick a Paladin or an Armsman if you don't wish to put points into Soulrending.

Why Flexible Weapons?

Flexible weapons are flexible and allow you to switch between slash, thrust, and crush damage at will. Different weapons in the Flexible Weapon line do different types of damage, but as a Reaver specialized in Flexible Weapon, you can use them all. This gives you a huge advantage in terms of bonus damage output in Realm vs. Realm (RvR) and PvE.

NOTE

You do not have to specialize in a secondary weapon type to bring up your Flexible Weapon's damage variance.

Levels 5–20 (Pre-Battlegrounds)

Avalon is well designed and provides prime hunting areas for all levels, including some of the best for levels 5 through 10. Because the Soulrending line does spirit damage, and most monsters in Avalon are weak to this type of magic, all Reavers should fight in Avalon, especially at early levels.

Levels 10–20

When you hit level 10, head to Caer Diogel. The town is filled with guards who give you Kill Tasks. Completing a Kill Task earns you money and extra experience, and facilitates leveling at a faster rate.

NOTE

To obtain a Kill Task, walk to a guard, target him, and type "/whisper task". If the guard considers you worthy, he gives you the name of the thing you are to kill and the general direction in which it is.

There are at least seven guards in this town who can supply you with endless Kill Tasks until you reach level 20. This town and these Kill Tasks provide the best experience for leveling a Reaver.

Group Role

Reavers excel at being support tanks in both PvE and RvR. With their positional style that also heals them, they can take damage from a secondary MOB while the group focuses on the primary target.

Reavers have three point-blank, area-of-effect chants at their disposal. One is a direct-damage spell called Wrack. In groups, Wrack is most useful if the Reaver steps toward the pull and flashes Wrack to divert the monsters who are bypassing the main tank. After they're diverted, turn off Wrack so the crowd control classes can do their job.

The other two point-blank, area-of-effect chants are debuffs. One debuffs the enemy's armor absorption, and the other debuffs its damage dealing. Although not powerful when used separately, together with Wrack they give your group an extra 30 seconds to finish a MOB or quickly exit. Sometimes a Reaver's role is to take one for the team by turning on all the lights and sacrificing himself to save the group.

NOTE

With all the offensive spells and point-blank, area-of-effect options, the most difficult job for a Reaver is deciding when to allow crowd control and when to "peel." Communication with the crowd control class in the group is a must.

Solo Efforts

Reavers are a stable solo class because of the lifetap enchantment on their weapons and their lifetap shout. Chain armor is vulnerable to thrust, so avoid MOBs doing thrust damage. Hunt undead that do slash or crush damage; the bonus accelerates the leveling process.

Tactics

A popular tactic takes place above ground against undead. Position yourself at maximum shout range and leave room behind you. Then, fire your shout and run the other way. If done correctly, it delays the battle by 10 seconds, halving the time before your next shout.

NOTE

Reavers' chants are group or RvR friendly, but they're not recommended in solo PvE unless you are in trouble and need extra help. The large power drain creates too much downtime between kills.

Reaver Soulrending

Point-Blank, Area-of-Effect, Absorption Debuff Chant

Frequency: 4.7 seconds Radius: 350
Casting Time: Instant Recast time: 8 seconds
Damage Type: Spirit

Level	Spell Name	Power Cost	Value
5	Aura of Forboding	4	5
10	Aura of Darkness	6	7
17	Aura of Destiny	10	9
25	Aura of Fate	15	11
35	Aura of Death	22	13
47	Aura of the Inevitable	30	15

Life Drain Shout

Casting Time: Instant Damage Type: Spirit
Range: 1,000 Recast Time: 30 seconds

Level	Spell Name	Power Cost	Damage
1	Vigor Siphon	2	4
4	Puissance Siphon	3	13
8	Energy Siphon	5	24
13	Health Siphon	8	36
19	Vitality Siphon	12	53
26	Essence Siphon	16	69
32	Spirit Siphon	20	84
41	Life Siphon	26	106
50	Soul Siphon	33	129

Life Drain Proc Buff

Damage Type: Spirit
Duration: 10 minutes
Casting Time: 1 second

Level	Spell Name	Power Cost	Damage
3	Obligation to Arawn	3	15
7	Payment to Arawn	5	15
12	Reparation to Arawn	8	15
21	Credit to Arawn	13	15
31	Restitution to Arawn	19	15
45	Debt to Arawn	29	15
51	Debt to Arawn 7	0	15

Point-Blank, Area-of-Effect, DPS Debuff Chant

Frequency: 4.7 seconds Radius: 350
Casting Time: Instant Recast Time: 8 seconds
Damage Type: Spirit

Level	Spell Name	Power Cost	Percent Decrease
3	Arthritic Curse	3	3
8	Crippling Curse	5	6
13	Paralyzing Curse	8	9
20	Cramping Curse	13	12
27	Shackling Curse	19	15
35	Confining Curse	29	18
45	Aching Curse		21

Point-Blank, Area-of-Effect, Direct-Damage Chant

Damage Type: Spirit Radius: 350
Frequency: 5.0 seconds Recast time: 8 seconds
Casting Time: Instant

Level	Spell Name	Power Cost	Damage
2	Bashing Aura	2	3
5	Wracking Aura	4	6
10	Annulling Aura	6	10
14	Crushing Aura	9	14
21	Demolishing Aura	13	19
26	Eradicating Aura	16	24
33	Decimating Aura	21	30
40	Shattering Aura	25	35
50	Murder Aura	33	44
51	Wrack 10		10

Short Duration Damage Add

Target: Self Damage Type: Spirit
Casting Time: Instant Cost: 12% of power
Duration: 30 seconds Recast Time: 150 seconds

Level	Spell Name	Damage
4	Surge of Infliction	2
9	Surge of Destruction	4
15	Surge of Mutilation	6
22	Surge of Maiming	8
29	Surge of Ruin	10
36	Surge of Wrecking	13
44	Surge of Cataclysm	15
51	Surge of Infliction 8	17

Debt to Arawn Lifetap Proc

Target: Self Damage Type: Spirit
Duration: 10 minutes Range: 300
Casting Time: 3 seconds

Level	Spell Name	Power Cost per Proc	Damage
1	Lifetap Proc 1	2	4
2	Lifetap Proc 2	2	7
4	Lifetap Proc 3	3	13
7	Lifetap Proc 4	5	21
10	Lifetap Proc 5	6	27
15	Lifetap Proc 6	9	41
17	Lifetap Proc 7	10	47

Reaver Styles

Flexible Weapons

Lvl	Style	Fatigue Cost	Damage Bonus	Prerequisites	Effects
2	Blacksnake	Medium	Medium	Use anytime	—
4	Kingsnake	Low	High	Use after parry	Short duration bleed, medium bonus to hit, low bonus to defense
6	Diamondback	Medium	Low	Use anytime	Taunt, medium penalty to defense
8	Asp	High	Medium	Use from behind enemy	Medium bonus to hit, hits enemies at longer than normal range
10	Viper	Low	High	Use after block	Medium duration stun, medium bonus to hit, low bonus to defense
12	Copperhead	Low	High	Use after Viper	Medium duration attack speed reduction, medium bonus to hit, medium bonus to defense
15	Tigersnake	Low	High	Use after Kingsnake	High bonus to hit
18	Indigosnake	Med	Low	Use from beside enemy	Attempt to drain hit points from enemy and add to yours, medium bonus to hit
21	Boomslang	Med	None	Use anytime	Heavy detaunt, very high bonus to defense
25	Python	Very High	Medium	Use anytime	Area-of-effect Strength debuff, low bonus to defense, low bonus to hit
29	Taipan	Low	High	Use after Copperhead	High bonus to hit
34	Constrictor	Low	Very High	Use after evade	Very high bonus to hit
39	Anaconda	Med	Very High	Use after Tigersnake	Long duration stun, high bonus to hit, low bonus to defense
44	Cobra	Low	High	Use after Taipan	Long duration bleed, high bonus to hit
50	Leviathan	Med	High	Use from behind enemy	Enemy hit with lightning effect, medium bonus to hit

Necromancer

Races		Skills	
Briton/Saracen/Avalonian/Inconnu		(Training Points: 1.0)	
		1	Deathsight
		1	Deathsight Spec.
		1	Painworking
		1	Painworking Spec.
Titles		5	Death Servant
5	Apprentice	5	Death Servant Spec.
10	Servant of Arawn		
15	Summoner		
20	Adept of Arawn		
25	Deathstalker		
30	Priest of Arawn		
		Abilities	
35	Deathseeker	1	Staves
40	Re-animator	1	Sprint
45	Deathbringer	5	Quickcast
50	Master Re-Animator		

The Necromancer is neither a full caster nor a full pet class, but relies solely on its pet to survive. Without it, the Necromancer is highly vulnerable to attacks and is unable to defend himself. The Necromancer cannot stray too far from his pet, or the pet will die and the Necromancer will be exposed.

When a pet is summoned, the Necromancer takes the form of a shade. While in shade form, the Necromancer is invulnerable to attack. The pet must be destroyed before the Necromancer can be harmed. When the pet dies, the Necromancer drops to 30 percent health or lower, depending on how the pet was killed.

NOTE

Like other pet classes, the Necromancer's pet is 88 percent of his own level. So at level 50, your Necromancer will have a level 44 pet.

Creation

To make your Necromancer, you must start your character on the Disciple path. This new path designed for the Necromancer class contains the spells you need to get started.

Races

Three races are available to the Necromancer class: Britons, Saracens, and the newest race for Albion, the Inconnu.

Briton: Selecting a Briton provides a balance among your stat points and is a well-rounded choice. However, well-rounded doesn't cut it when dealing with a caster. Only choose a Briton if you're looking for a more cosmetic solution to your role-playing needs.

Saracen: Saracens start out with a bonus in Dexterity, which benefits a caster in two ways. Higher Dexterity translates into a higher chance of casting spells while under attack. It also equals more damage done by the caster's spells.

Inconnu: This new race was designed with the Necromancer in mind. To efficiently use your starting stat points and the class as a whole, go with the Inconnu. The Inconnu has high Intelligence and Dexterity, both of which benefit a Necromancer. The higher your Intelligence, the more power you have in your power pool, which is vital to surviving with a class whose offense relies on the use of life-taps and direct-damage spells.

Stat Point Allocation

Although slightly different from other classes in the game, the Necromancer is primarily a caster. Placing 10 points into Intelligence, Quickness, and Dexterity ensures that your Necromancer has all of the fuel he needs to succeed as a caster.

NOTE

After summoning, the Necromancer's Intelligence statistic and specialization levels transfer to his pet.

INT: This gives you more power in your power pool and is the only stat passed from Necromancer to pet. It is an important stat to raise at creation.

QUI: Each point in this category increases your cast speed.

DEX: This increases the damage done by your spells. It is an important stat for those who want to maximize spell damage.

CON: This increases your hit points. However, your pet has its own hit points, so unless you take hits in Necromancer form, which is inadvisable, do not waste points here.

STR: This determines how much damage you deal in melee combat. Because the pet's damage output is based upon its level, points placed in Strength are useless. The only reason to place extra points into Strength is to raise your carrying capacity.

Specialization Paths

There are three specialization paths available to the Necromancer.

Deathsight

Deathsight provides the Necromancer with a form of direct-damage and group support spells. Two of the most powerful spells available to the Necromancer are in this line. Powertaps drain power and do a minimum amount of damage to the enemy, while lifetaps drain hit points from the enemy and transfer them to the pet. There is also a line of power transfer spells that shift power from the Necromancer to a group mate in need.

While the pet always casts the aforementioned spells, there is one small line of direct-damage spells that is cast by the Necromancer while in shade form, then instantly cast by the pet in battle. These spells do little damage for a high power cost, and are mostly available to provide damage to compensate for the low level of the Necromancer pet.

The Deathsight spell line contains a powerful Armor Factor debuff spell, Inevitable Visions, which drops your enemy's Armor Factor for 30 seconds. This is a crucial debuff spell for RvR activity.

Painworking

Painworking is the damage-over-time (DoT) line of spells. These spells provide an advantage in RvR combat, but mostly in large attacks instead of one-on-one combat. This line provides the Necromancer with point-blank, area-of-effect DoTs, focus snares, a Constitution debuff, an area-of-effect Constitution/Strength debuff, and a pet Strength/Constitution buff. This is the specialization line for the player who is heavy on group RvR activity. The debuffs hinder enemies by dropping their hit points and damage output.

Death Servant

All of the Necromancer's pet spells are in the Death Servant specialization line. While the pet spells are in the base line, the major buffs and other direct-damage options are in the specialized version of the line. The most important spell available is in the base line, which is the Dead Flesh line of heal-over-time spells. This spell line gradually heals the pet while in battle. Other than lifetaps, this is the only means of healing the pet. The amount healed and the variance of heals per tick vary depending on your specialization in this line. The line also offers a 30-second damage shield on the pet called Bone Spikes. The damage shield provides an extra punch to the pet when enemies attack it.

Early Levels (1–4)

Starting Out

To play your Necromancer, summon a pet using the Call Death Servant spell. This spell has a long cast time of 20 seconds, so summon your pet before you enter combat. When the spell is cast, the Necromancer reverts to shade form.

NOTE

Although you are invulnerable in shade form, straying too far from your pet will kill it and drop your health. Make sure your pet is in sight at all times.

After you summon a pet, explore your spell book and familiarize yourself with the spells available to you. A variety of new spells are listed under the various specializations. The most important fight-opening spell is the lifetap spell called Spirit Evacuation. Buff your pet with Strength of the Dead and Death's Calling, both of which are available at level 3.

Combat

Fight monsters that con blue to you until you specialize at level 5. If you take a yellow con, those vulnerable to spirit magic are wise choices, as all of the Necromancer's magic is based upon spirit damage.

TIP

Most undead monsters are vulnerable to spirit magic and will take extra damage from your spells.

These earliest levels allow you to familiarize yourself with the class's structure and functionality. Try not to group during these levels unless you're a quick study. It is more efficient to level alone during the first four levels than to bother with a group.

Tactics

Begin a fight far from the monster. Then, cast Spirit Evacuation as many times as you can before the monster reaches your pet. In the early levels, you do not have many damage or debuff spells, and must rely on the lifetap.

At level 3, you receive your Quickcast ability. This shows up as "Facilitate Painworking" under your Painworking base specialization list. Quickcast allows you to have six seconds of uninterrupted casting time during a fight. To use it, cast Quickcast as if it were a spell, then select the spell to be cast uninterrupted. If the heal-over-time spell is not providing you with enough healing power, Quickcast a lifetap to gain more health and heal in battle. The heal is available to you starting at level 1, so use that.

NOTE

Quickcasting can only be used once every 30 seconds.

Leveling Up

Save your money. You don't have any dire need for armor or items during these levels, and you level so quickly that the armor you purchase at level 1 becomes obsolete by the time you reach level 3 an hour later.

You gain specialization points as you level up. Save these points until you reach level 5. If you must spend them, place them into the Death Servant line of spells so your heals have less variance.

Level 5

Because the Necromancer is a casting class, only cloth armor is available to you. The Necromancer also receives 1.0 specialization points every level. This makes choosing a line to specialize in very hard to do.

Choosing a Spec Path

You have three lines available to you: Deathsight, Painworking, and Death Servant. You can be a strongly specialized Necromancer and fully spec in a single line, or you may split your points and reach 2/3rd specialization in two of the three lines.

CAUTION

Beware of splitting your points evenly across the spell lines. This leads to a greater variance in damage done by your spells, and you never become specialized in any of the lines.

Deathsight: This line is for the Necromancer who wants to serve as support and damage dealing. It is also the more solo-oriented line of spells available to the Necromancer. Many of these damage spells are single-target, direct-damage

spells, as opposed to the area-of-effect spells available in the other two lines.

Painworking: Painworking is for the Necromancer who wants to do nothing but group in both PvE and RvR. Debuffs and damage-overtime spells provide a great means of weakening the enemy in large quantities. There's nothing sweeter than debuffing your enemy's health, then slapping on a poisoning damage spell.

Death Servant: For the Necromancer who wants to provide support, this is another line for you. The Death Servant specialization provides the melee support option, thanks to the pet buff and damage shield. With a good Cleric, the pet may be able to provide primary tanking. This is also a good line of spells to take as a specialization for the more solo-oriented players.

In these early levels, you may wish to specialize more in Deathlight and Death Servant, depending on your preferred style of play. Your damage variance on the lifetaps and powertaps depends on your specialization in Deathlight. The same restriction for your heal-over-time spells is on the Death Servant spec line.

Levels 5–20 (Pre-Battlegrounds)

Solo/Group

Necromancers level well as either solo or group players. They bring many good things to groups, so grouping may be the quickest way to reach the Battlegrounds. Groups will beg for your power transfer spell line in Deathlight. These spells keep Clerics healing and Wizards nuking for longer than normal.

Hunting Grounds

Dungeons are not the best places for the Necromancer to level solo. Only enter dungeons if you are with a group to avoid any pathing problems you may encounter while in the dungeon. Pets have a hard time sticking to their masters in the open, so aggro management is difficult in a dungeon.

TIP

If you enter a dungeon, go to the spot where you or your group wishes to battle, then summon your pet. Waiting to summon your pet will help you avoid the pet pathing issues.

Realm vs. Realm/Battlegrounds

When you have matured your Necromancer and primed him for heavy RvR action, you should be aware of your abilities as a Necromancer and the weaknesses of your class.

Know Your Role

Depending on your specialization, you may be offense or defense. Those who specialize in Deathlight are split between roles. It is important to know when to transfer power to needy group members and when to cast lifetaps. Necromancers specialized in Painworking shouldn't stray from their group because their spells are aimed at demolishing groups of people by weakening them. These spells provide a lot of support for the melee members of your group by weakening the enemy. Those who specialize in Death Servant provide a highly offensive position. You should send your pet in, but keep an eye on its health.

Choose Your Target

The best targets for the Necromancer are light tanks, hybrids, and casters. Light tanks and hybrids are severely crippled by the Necromancer's debilitating lifetap spells, while the caster's ability to cast is hampered by the powertap line.

Steer clear of other pet classes because, unlike your Necromancer, their masters can cast while their pets do damage.

Avoid a direct confrontation with full tanks, as they can tear through your pet, regardless of heals or lifetaps. The damage shield may provide protection, but not enough to win the fray.

Keep Defense

In keep defense, your pet provides little support because he is unable to exit the protection of the keep without you. He is also restricted by your line of sight. A popular tactic in keep defense is to slam the doors with area-of-effect spells. Each line available to the Necromancer includes some form of point-blank, area-of-effect spell, which is crucial in keep defense and taking (assuming the keep is defended). The Painworking Necromancer shines in keep defense.

Keep Taking

When taking keeps, the Necromancer can provide support by taking out the archers that line the walls of the keep. The Necromancer is expected to provide some means of power regeneration for the casters and healers of the group, so power transfers are a plus when engaged in a long siege.

Helpful Hints

- Keep your pet buffed at all times. The pet buffs last 20 minutes, but in RvR, time flies.
- Clerics and other buffing classes can buff your pet, but make sure they buff the pet and not you. Any buffs given to you will not pass to the pet.
- Alert healers when your pet is low on health. If the pet goes, you go with him, so keep them informed on its health status.
- You can cast lifetaps and powertaps on gray or green monsters, respectively, to regain health and power.

Necromancer Spells

Deathstight

Armor Factor Debuff

Damage Type: Spirit Duration: 30 seconds
Casting Time: 3.0 seconds Range: 1,500

Level	Spell Name	Power Cost	Value
2	Glimpse of Fate	2	12
5	Glimpse of the Inevitable	4	15
9	Glimpse of the Grave	6	19
14	Glimpse of Death	9	24
21	Visions of Fate	13	31
29	Visions of the Inevitable	18	39
39	Visions of the Grave	25	49
49	Visions of Death	32	59

Lifedrain

Damage Type: Spirit Duration: Instant
Casting Time: 3.0 seconds Range: 1,500

Level	Spell Name	Power Cost	Value
1	Health Evacuation	2	5
4	Life Evacuation	3	17
8	Spirit Evacuation	5	33
13	Soul Evacuation	8	49
19	Vitality Theft	12	73
25	Theft of Vigor	15	93
32	Theft of Vim	20	117
40	Theft of Energy	25	144
50	Theft of Livliness	33	180

Pet Dexterity Buff

Type: Spirit Duration: 20 minutes
Casting Time: 3.0 seconds

Level	Spell Name	Power Cost	Value
3	Servant of Death	4	13
7	Agent of Death	8	16
12	Bringer of Death	14	21
18	Servant of the Grave	21	26
26	Agent of the Grave	33	36
35	Bringer of the Grave	38	40
45	Death's Calling	48	48

Necro Deathsight

Absorption Buff

Target: Realm Mate Duration: 10 minutes
Type: Spirit Range: 1,500
Casting Time: 3.0 seconds

Level	Spell Name	Power Cost	Value
29	Longing for Death	18	3
38	Communion with Death	24	6
48	Intimacy with Death	31	9

Armor Factor Debuff

Damage Type: Spirit Range: 1,500
Casting Time: 3.0 seconds Duration: 30 seconds

Level	Spell Name	Power Cost	Value
5	Figments of Death	4	3
9	Delusions of Death	6	5
14	Mirages of Death	9	8
22	Phantoms of Death	13	11
30	Apparitions of Death	19	15
40	Phantasms of Death	25	20
50	Specters of Death	33	25

Power Drain

Damage Type: Spirit
Casting Time: Instant
Range: 1,500

Level	Spell Name	Power Cost	Value
1	Vigor Vacuum	2	5
3	Power Vacuum	3	14
7	Efficacy Vacuum	5	29
12	Puissance Vacuum	8	45
18	Energy Vacuum	11	69
25	Lifeforce Vacuum	15	93
34	Spirit Vacuum	21	124
44	Soul Vacuum	28	160

Lifedrain

Damage Type: Spirit
Casting Time: 3.0 seconds
Range: 500

Level	Spell Name	Power Cost	Value
2	Cry of the Dead	1	7
6	Bellow of the Dead	3	19
10	Anguish of the Dead	5	27
16	Agony of the Dead	7	44
23	Pain of the Dead	10	61
31	Sorrow of the Dead	12	81
39	Shriek of the Dead	15	103
47	Scream of the Dead	17	123
51	Spirit Shout 9	22	

Power Transfer

Target: Realm Mate Casting Time: 3.0 seconds
Type: Spirit Range: 1,500

Level	Spell Name	Power Cost	Value
4	Gift of Insight	3	16
8	Gift of Vim	5	25
11	Gift of Vision	7	31
15	Gift of Energy	9	39
21	Gift of Power	13	52
28	Gift of Essence	17	67
35	Gift of Force	22	81
45	Arawn's Gift	29	102



Painworking

Constitution Debuff

Damage Type: Spirit Range: 1,500

Duration: 30 seconds

Level	Spell Name	Power Cost	Value
1	Accentuate Pain	1	10
4	Heighten Pain	3	13
7	Boost Pain	4	15
11	Intensify Pain	6	18
17	Enhance Pain	9	23
23	Aggravate Pain	11	28
29	Magnify Pain	14	33
36	Sharpen Pain	17	38
46	Exacerbate Pain	22	46

Snare

Damage Type: Spirit Range: 1,500

Casting Time: Duration: Varies

Level	Spell Name	Power Cost	Duration
2	Crippling Pain	2	12
5	Exhausting Pain	4	16
8	Disabling Pain	5	20
12	Constricting Pain	8	25
16	Deadening Pain	10	30
22	Enfeebling Pain	13	38
30	Debilitating Pain	19	49
39	Weakening Pain	25	60
49	Dispiriting Pain	32	73

Necro Quickcast

Allows Necromancer to cast uninterrupted for six seconds

Casting Time: Instant

Type: Spirit

Target: Self

Level	Spell Name	Power Cost
3	Facilitate Painworking	0

Necro Painworking

Area-of-Effect Str/Con Debuff

Casting Time: 1 second

Radius: 350

Range: 1,500

Duration: 30 seconds

Damage Type: Spirit

Level	Spell Name	Power Cost	Value
2	Shroud of Affliction	3	16
6	Shroud of Pain	5	21
11	Shroud of Agony	9	27
18	Shroud of Injury	15	36
25	Shroud of Misery	20	45
33	Shroud of Woe	27	54
43	Shroud of Torture	36	66

Focus Snare

50 percent speed reduction

Casting Time: 1 second

Damage Type: Spirit

Range: 1,500

Frequency: 4.7 seconds

Level	Spell Name	Power Cost	Duration
5	Vortex of Anguish	4	16
10	Vortex of Misery	6	21
15	Vortex of Wretchedness	9	27
22	Vortex of Suffering	13	36
30	Vortex of Grief	19	45
39	Vortex of Rue	25	54
49	Vortex of Agony	32	66

Death Servant

Point-Blank, Area-of-Effect, Damage-over-Time

Frequency: 5.0 seconds Damage Type: Spirit
Casting Time: 1 second Radius: 350

Level	Spell Name	Power Cost	Damage per Tick
1	Billowing Death	3	7
4	Expanding Death	5	15
8	Flowing Death	8	21
12	Exploding Death	10	29
16	Unending Death	13	37
21	Bloating Death	17	49
27	Swelling Death	22	63
35	Heightening Death	28	79
44	Infinite Death		

Pet Strength/Con Buff

Casting Time: 1 second Range: 1,000
Type: Spirit Duration: 20 minutes

Level	Spell Name	Power Cost	Value
9	Profecency of Pain	8	17
14	Adept of Pain	11	21
17	Endowment of Pain	14	23
24	Aptitude of Pain	19	29
32	Expert of Pain	26	35
42	Command of Pain	35	43

Targeted Damage over Time

Frequency: 5.0 seconds Damage Type: Spirit
Range: 500

Level	Spell Name	Power Cost	Damage per Tick
3	Poison Grasp	2	3
7	Poison Wheeze	3	6
13	Poison Breath	6	11
19	Poison Aroma	8	17
26	Poison Gust	11	23
34	Poison Vapor	13	30
41	Poison Exhalation	15	36
50	Poison Wind	18	44
51	Poisoned Breath 9		

Summon Pet

Casting Time: 20 seconds
Type: Spirit
Cost: 10 percent of Power

Level	Spell Name	Level of Pet Relative to Caster
1	Call Minor Zombie Servant	100%
4	Call Lesser Zombie Servant	88%
7	Call Zombie Servant	88%
12	Call Reanimated Servant	88%
20	Call Necroservant	88%
32	Call Greater Necroservant	88%
45	Call Abomination	88%
51	Call Death Servant 8	88%

Pet Heal over Time

Frequency: 3.0 seconds
Duration: 15 seconds
Type: Spirit

Level	Spell Name	Power Cost	Heal per Tick
2	Regenerate Flesh	2	4
5	Regenerate Blood	4	9
10	Flesh of the Living	6	16
17	Regenerate Muscle	10	27
25	Incorporate the Living	15	39
33	Regenerate Body	21	51
40	Dead Flesh Living	25	61
50	Imbue the Abyss	33	76

Pet Strength Buff

Duration: 20 minutes

Type: Spirit

Casting Time: 1 second

Level	Spell Name	Power Cost	Value
3	Strength of the Dead	2	12
6	Tenacity of the Dead	3	14
11	Fortitude of the Dead	5	18
16	Brawn of the Dead	8	24
23	Vigor of the Dead	12	29
31	Fervor of the Dead	15	34
41	Might of the Dead	20	42

Damage Shield

Damage Type: Spirit

Duration: 30 seconds

Casting Time: 0 seconds

Level	Spell Name	Power Cost	Value
2	Cleaving Guardian	2	2
5	Blades of Wrath	4	4
7	Reaping Shield	5	5
12	Edge of Hatred	8	8
18	Enviscerating Protector	11	13
24	Knives of Death	15	17
32	Flaying Shield	20	22
44	Soul Sundering Aura	28	30

Death Servant Spec

Point-Blank, Area-of-Effect, Direct-Damage

Casting Time: 1 second

Damage Type: Spirit

Radius: 350

Level	Spell Name	Power Cost	Value
6	Channeled Anger	4	32
10	Channeled Rage	6	47
13	Channeled Hatred	8	62
17	Channeled Ferocity	10	82
23	Channeled Savagery	14	108
30	Channeled Fury	19	138
37	Channeled Wrath	23	174
47	Channeled Frenzy	30	220
51	Channeled Fury 1		230
51	Channeled Fury 2		230

Pet Dexterity/Quickness Buff

Type: Spirit

Duration: 20 minutes

Casting Time: 3.0 seconds

Level	Spell Name	Power Cost	Value
4	Develop the Servant	4	13
9	Cultivate the Servant	8	17
15	Instructing the Servant	12	22
21	Refining the Servant	17	26
29	Honing the Servant	24	33
36	Disciplining the Servant	30	38
48	Breaking the Servant	41	48

Direct-Damage Shout

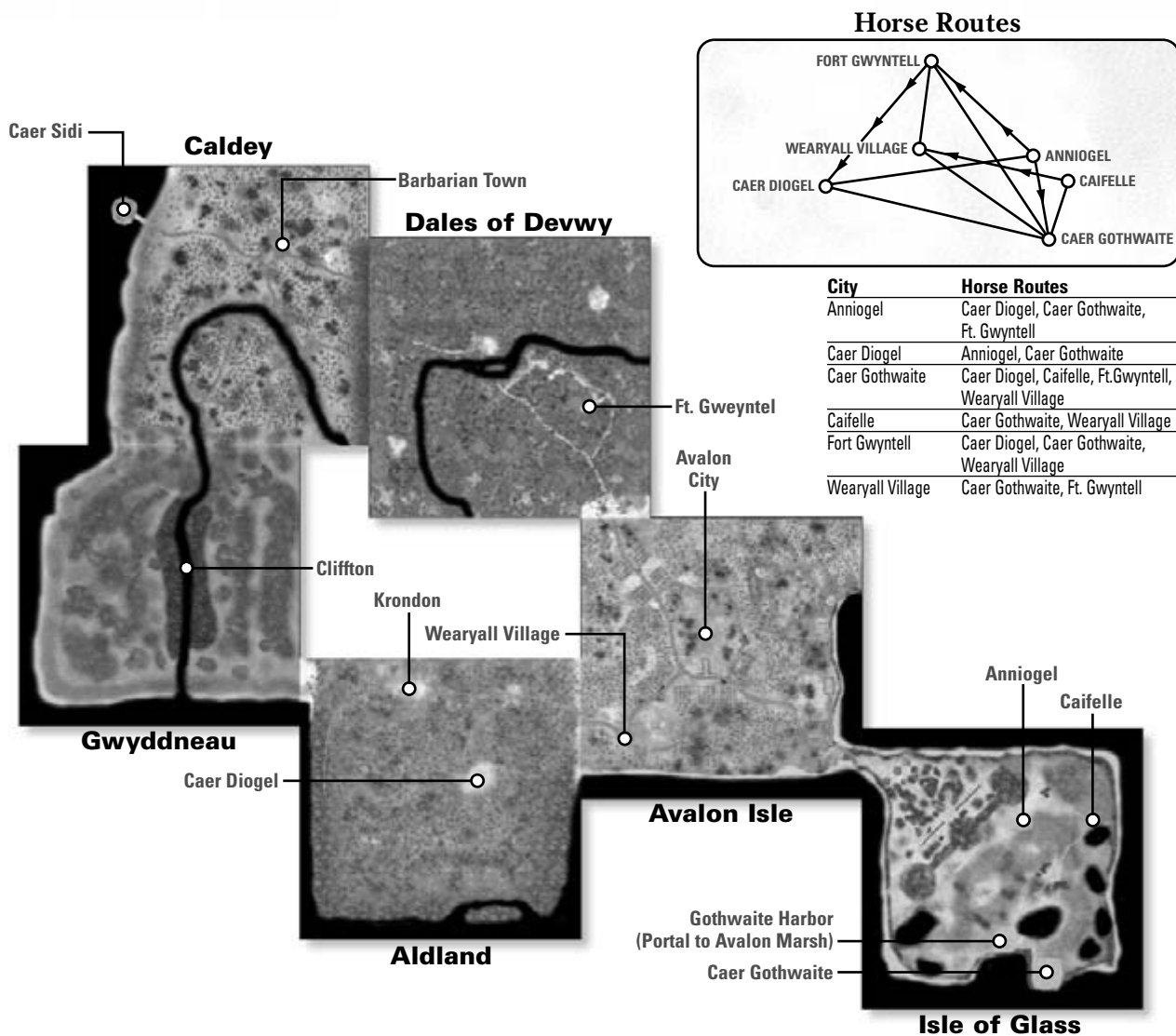
Damage Type: Spirit

Casting Time: Instant

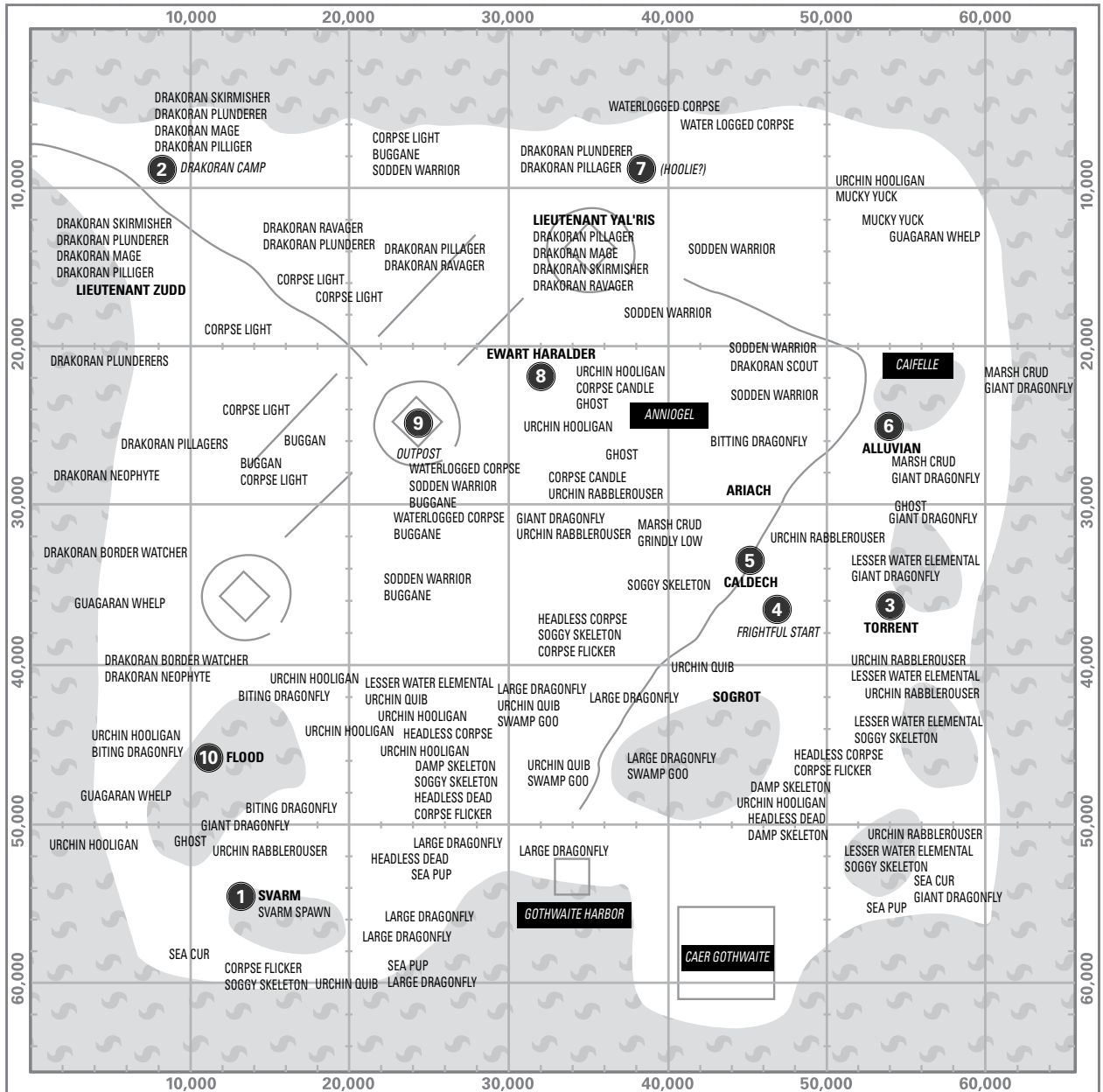
Range: 500

Level	Spell Name	Power Cost	Value
1	Tormenting Cackle	2	4
3	Torturous Cackle	3	10
8	Afflicting Cackle	5	24
14	Distressing Cackle	9	38
19	Soulbreaking Cackle	12	53
25	Sorrowful Cackle	15	67
31	Discomforting Cackle	19	81
38	Despondant Cackle	24	101
45	Dejecting Cackle	29	118
51	Agony Shriek 10		

Avalon



Isle of Glass



Monster Levels

Monster Level Range: 0–25

Monster Name	Level
Alluvian	14, 99
Alluvian Globule	10
Araich	14
Biting Dragonfly	11, 12
Buggane	13–15
Caldech	10
Commander Slor'vid	30
Corpse Candle	9–11
Corpse Flicker	3–5
Corpse Glow	1, 2
Corpse Light	13–16
Damp Skeleton	0–2
Drakoran Border Watcher	11–13
Drakoran Mage	12, 18, 19
Drakoran Neophyte	10–12
Drakoran Neophyte Spirit	7
Drakoran Pillager	16–18
Drakoran Plunderer	16–20
Drakoran Ravager	17–18
Drakoran Scout	12
Drakoran Skirmisher	18–20
Ewart Haralder	20
Flood	18
Flood Waters	17
Ghost	7–10
Giant Dragonfly	5–8
Grindylow	9–12
Guagaran Whelp	10–12
Headless Corpse	3–5
Headless Dead	1–3
Large Dragonfly	0, 1
Lesser Water Elemental	4–7
Lieutenant Grrar	25
Lieutenant Meurig	50
Lieutenant Yal'ris	25
Lieutenant Zudd	25
Marsh Crud	9–11
Martley	11

Monster Name	Level
Mucky Yuck	12, 13
Sea Cur	6–8
Sea Pup	0, 1
Sodden Corpse	11–13
Sodden Warrior	11–15
Soggy Skeleton	4–6
Sogrot	2
Svarm	12
Svarm Spawn	10
Swamp Goo	0, 1
Torrent	7
Urchin Ambusher	6–12
Urchin Hooligan	11–13
Urchin Quib	2, 3
Urchin Rabblrouser	4–7
Waterlogged Corpse	12–14

Zone Factions

Factions Represented

Faction	Monsters
Drakoran Legion	Drakoran
Undead Servants	All Undead
Pixie Urchins	Urchin Hooligan's and Ambushers

Faction vs. Faction

Faction	Aggressive Toward
Drakoran Legion	Albion guards

Factions That Can Be Altered

Cryptos Mythicos
Residents of Wearyall Hill
Kulaclan
Followers of Orylle

Nearby Services

NOTE

Check the "City Maps" section of this guide for more detailed information on merchants, services, and locations for each town.

Anniogel



Merchants

Armor	Arrow
Boned	Arrows
Chain	Bolts
Cloth	
Focus Staves	Crafting
Leather	Alchemy
Mail	Clothworking
Mithril	Leatherworking
Plate	Metalworking
Quilted	Spellcrafting
Robes	Woodworking
Scaled Plate	
Studded	

Merchants (cont.)

Dye	Services
Cloth	Enchanter
Enamel	Healer
Leather	Recharger
	Smith
	Town Crier
Weapon	
Bows	Horse Routes
Crushing	Caer Diogel
Focus Staves	Caer Gothwaite
Instruments	Ft. Gwyntell
Mithril	
Polearms	
Shields	Crafting Areas
Slashing	Alchemy Table
Staves	Forge
Thrusting	Lathe
Two-Handed	

Caer Gothwaite



Merchants

Armor	Necromancer
Boned	Paladin
Chain	Reaver
Mail	Rogue
Shield	Scout
	Sorcerer
Weapon	Theurgist
Flexible	Wizard
Polearm	
Two-Handed	Services
	Enchanter
Trainers	Guild Emblemeer
Acolyte	Guild Registrar
Armsman	Healer
Cabalist	Name Registrar
Cleric	Recharger
Disciple	Town Crier
Elementalist	Vault Keeper
Fighter	
Friar	Horse Routes
Infiltrator	Caer Diogel
Mage	Caifelle
Mercenary	Ft. Gwyntell
Minstrel	Wearyall Village

Caifelle



Merchants

Armor	Dye
Mail	Cloth
Plate	Enamel
Scaled Plate	Leather
Studded	
	Services
Arrow	Healer
Arrows	Smith
Bows	
Crossbows	Horse Routes
	Caer Gothwaite
	Wearyall Village

Gothwaite Harbor

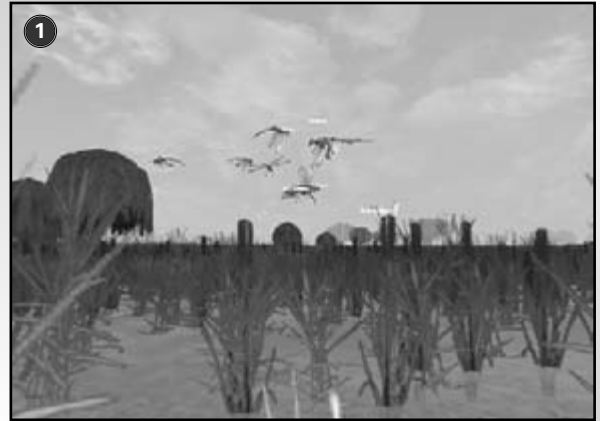


Merchants

Armor	Weapon
Leather	Bows
Plate	Crossbows
Quilted	Crushing
Robes	Focus Staves
Scaled Plate	Slashing
Studded	Staves
	Thrusting
Arrow	Services
Arrows	Alchemist Master
Bolts	Armorsmith Master
Crafting	Crier
Alchemy	Fletcher Master
Clothworking	Healer
Leatherworking	Smith
Metalworking	Spellcrafter Master
Spellcrafting	Tailor Master
Woodworking	Weaponsmith Master
Dye	Crafting Area
Cloth	Alchemy Table
Enamel	Forge
Leather	Lathe

Encounters

Swarm



Swarm Spawn protect this large dragonfly, so do not try to solo this MOB. Bring a couple of friends for crowd control so the Swarm Spawn doesn't pummel you before you take it down.

Drakoran Camp



This large Drakoran camp is filled with Drakorans, from Drakoran Plunderers to Drakoran Mages. There are identical camps nearby to the left and right, so don't wander into one while running from another. A large group can make short work of these camps. The Drakoran Mage is a caster, so take him out first.

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Torrent

③ *Torrent is a good MOB to take on solo. He puts up a struggle by stunning and attacking his opponent. Take that into consideration before picking a fight with him.*

Frightful Start



This area is home to Headless Corpse, perfect for newbies getting started in Isle of Glass. This is a fairly safe place to hunt. Headless Corpse drops studded armor, a treat for upcoming Reavers who can wear studded armor from the start.

Caldech



Posing as a small, round shadow on the ground, Caldech waits for unsuspecting travelers to investigate. As they do, he leaps out from the ground and attacks. A small party can take him down with no problems, but taking him on solo is a challenge.

Alluvian

⑥ *Do not run straight into this MOB. Alluvian is protected by many Alluvian Globules who run from you as you give chase to ensure a safe nuking distance. Take out the outer ring of Alluvian Globules before turning your full attack on Alluvian.*

Undead Area



These undead creatures are great for the up-and-coming adventurer. They are in concentrated groups, so the wait for another kill isn't long. These creatures are great for drops and are fun to solo because they don't cast any spells. Necromancers should fight these as soon as possible because they get a plus to damage against undead.

Ewart Haralder



Ewart Haralder is a scary ghost that floats near the siege camps and Anniogel. Ewart might be dead, but he is not to be taken lightly. Get in close, and he swats you with his large hands. Run, and you'll get stunned. Keep your distance, and he'll nuke you. If you fight Ewart Haralder, make sure you have enough people in your group that some can continue the attack even when others are stunned.

Outpost



Not for the low-level adventurer, the outposts are dangerous places. At times they swarm with Drakoran Skirmishers, Ravagers, Pillagers, Mages, and Plunderers. The raids on the outposts are well orchestrated—with the Drakoran Lieutenant Yal'ris overseeing the north outpost, Lieutenant Zudd overseeing the south outpost, and both Lieutenant Grrar and Commander Slor'vid attacking the middle. Have a lot of friends with you if you plan on fighting. The whole Drakoran force is on the offensive, using conventional weapons as well as bleed and stun spells.

Flood

10 *Flood is a pixie that flies over the water's surface. Flood's protectors are Flood Waters, pixies that cast from a distance while Flood attacks the trespasser. Watch for Flood Waters to mesmerize, rendering you paralyzed as Flood attacks. This battle is best fought with a group, preferably with a member able to mesmerize the Flood Waters and minimize the group's damage.*

Enhanced Monster AI

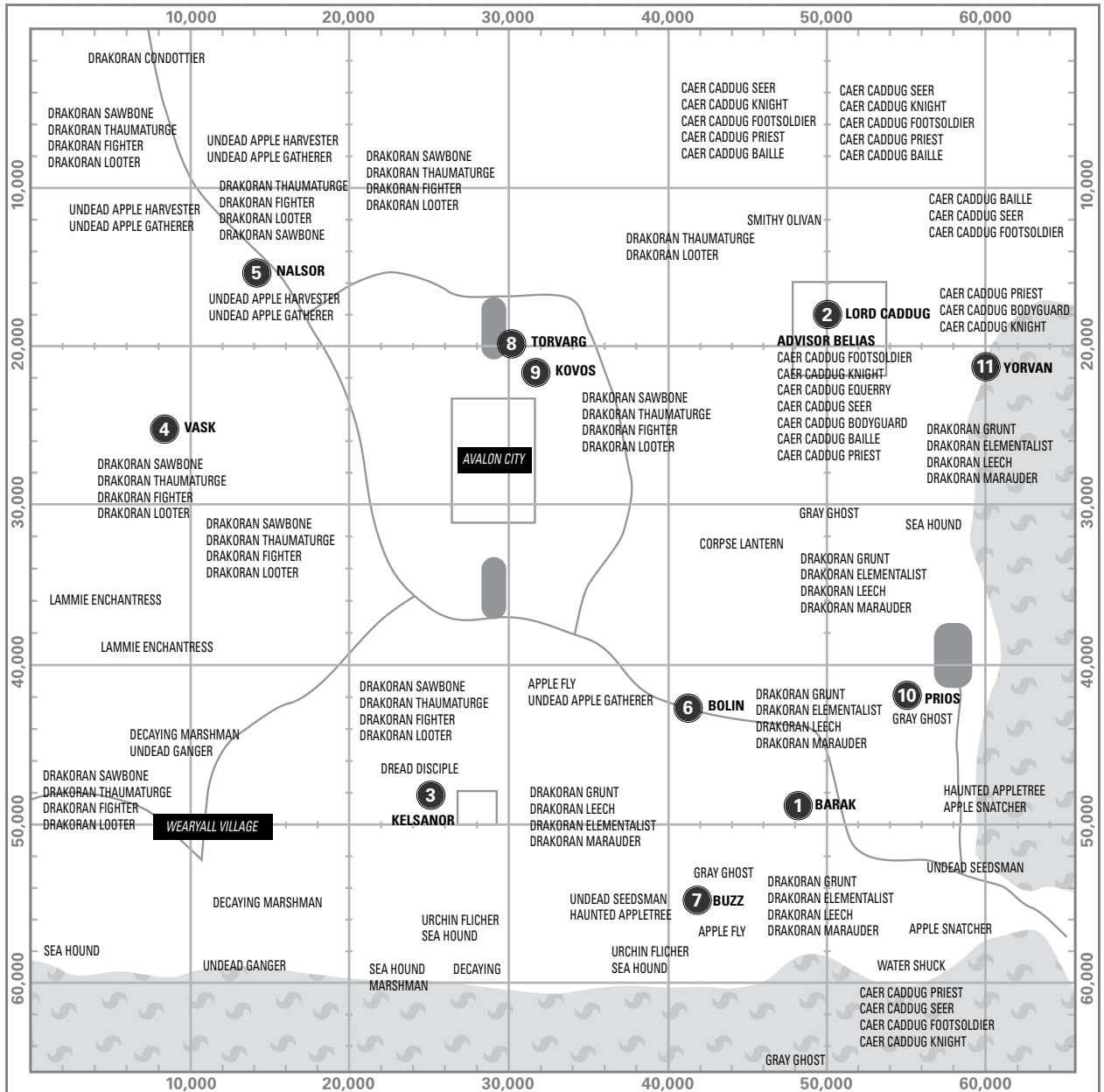
- **Lesser water elementals:** With the rain, these critters grow larger and gain in strength. The harder it rains, the more powerful they become. When it stops raining, they return to normal size and power.
- **Urchin ambushers:** When adventuring near Urchin camps, you should be advised that the Urchins have positioned ambushes. Urchin ambushers jump out from the shadows and attack with little to no warning.
- **Torrent:** These creatures keep a distance from you while attacking. Using ranged combat, they run if you try to close in on them. Cornering strategy or a well-timed charge is needed to take them out with hand weapons.

The Right Place at the Right Time

In the NW of Isle of Glass is a large battlefield. On the opposing sides are Drakoran and Avalonian camps. If you are in the area, you will know the battle is imminent when you see an Avalonian Messenger running to the main siege camp to shout/warn of the impending attack. Commander Slor'vid and his three lieutenants, Yal'ris, Grrar, and Zudd, lead the Drakoran army. Commander Haralder, the commander of the Avalonian defenses, is a tough and honorable warrior, but he is unsure what to do in the face of such overwhelming odds. Players who are level 18 or higher can issue orders to Commander Haralder on where to place his troops. If players fail to help the Avalonians, the Drakorans will overpower the keeps, and will take up residence there until players wipe them out.



Avalon Isle



Monsters Levels

Monster Level Range: 20–45

Monster Name	Level
Advisor Belias	50
Apple Fly	25–28
Apple Snatcher	19, 20
Barak	26
Bolin	33
Buzz	28
Caer Caddug Baille	36–39
Caer Caddug Bodyguard	40–44
Caer Caddug Equerry	38, 39
Caer Caddug Footsoldier	35–39
Caer Caddug Knight	40–42
Caer Caddug Priest	39–42
Caer Caddug Seer	35–39
Corpse Lantern	29–31
Decaying Marshman	32–36
Drakoran Elemental	21–25
Drakoran Fighter	32–33
Drakoran Grunt	21–24
Drakoran Leech	21–23
Drakoran Looter	31, 32
Drakoran Marauder	21–24
Drakoran Patrol	32, 34
Drakoran Sawbone	31, 32
Drakoran Thaumaturge	32–34
Dread Disciple	38
Gray Ghost	24–28
Haunted Appletree	18–21
Kelsanor	42
Kovos	35
Lammia Enchantress	35–39
Lord Caddug	68
Nalsor	35
Prios	28
Sea Hound	32–36
Smithy Olivan	55
Spirit	6
Torvarg	34
Undead Apple Gatherer	28–32
Undead Apple Harvester	30–34
Undead Ganger	32–34

Monster Name	Level
Undead Seedsman	19–22
Urchin Filcher	28–32
Vask	33
Water Shuck	21–25
Yorvan	34

Zone Factions

Factions Represented

Faction	Monsters
Undead orchard workers	Zombie farmers
Applesnatchers	Magical apple thieves
Cryptos Mythicos	Lammia, sea hounds
Undead servants of Morgana	Zombies, skeletons, ghosts
Drakoran Legion	Drakoran
Pixie urchins	Urchins
Caer Caddug	Undead guardians
Residents of wearyall hill	Faction for the town

Faction vs. Faction

Faction	Aggressive Toward
Drakoran Legion	Cryptos Mythicos, Residents of wearyall hill
Cryptos Mythicos (Lammia)	Drakoran Legion
Orchard workers	Apple snatchers, Residents of Wearyall Hill
Caer Caddug	Residents of Wearyall Hill
Undead servants of Morgana	Cryptos Mythicos

Factions That Can Be Altered

Drakoran

Cryptos Mythicos

Residents of Wearyall Hill

Nearby Services

NOTE

Check the "City Maps" section of this guide for information on merchants, services, and locations for each town.

Wearyall Village



Merchants

Armor	Weapon
Boned	Arrows
Chain	Bolts
Cloth	Bows
Leather	Crossbows
Plate	Crushing
Quilted	Focus Staves
Robes	Mithril
Studded	Polearm
	Shields
Instrument	Slashing
Drums	Staves
Flutes	

Merchants (cont.)

Thrusting	Services
Two-Handed	Smith
	Crier
Crafting	Healer
Alchemy	Recharcher
Armorcrafting	Vault
Leatherworking	
Metalworking	Horse Routes
Spellcrafting	Caer Gothwaite
Weaponcrafting	Ft. Gwyntell
Woodworking	
Dye	Crafting Areas
Enamel	Alchemy Table
	Forge
	Lathe

Encounters

Don't Feed the Bears



At this camp, you find Barak with his Drakoran friends. Have a good strong party because some of Barak's buddies cast from a distance as the others fight up close.

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This Is My Keep



Lord Caddug is in the back building of the Haunted Keep. Before you fight him, you must combat through the keep against heavy opposition.

Lightning Never Strikes Twice, Does It?



This broken tower houses the evil Kelsanor and his Dread Disciples. You're close when lightning strikes above Kelsanor. Hit fast and hard because he casts *Decompose* and *Smite*.

Protecting the City (Part 1)



Vask commands one of four Drakoran patrols that circle Avalon City. He has two Drakorans with him, and one casts when the fighting starts. Send a group member to interrupt the flow of spells while everyone else kills Vask.

You Can't Hide from Me



Nalsor is the toughest Drakoran. Be ready to take on a whole town of Drakorans because Nalsor commands them all. Attempting to run results in Nalsor and company chasing you, no matter where you go. Be prepared to be hunted.

Avalon Zone Maps

Protecting the City (Part 2)



Bolin is a Drakoran that patrols Avalon City. Like Vask, he attacks while another casts. Dispose of him in the same manner.

Protecting the City (Part 3)



The third Drakoran patrolling Avalon City is Torvarg. As with the other patrols, have one person concentrate on the caster while the others take down Torvarg.

Rotten Apple Pie



To find Buzz, look under an appletree. Have at least three in your party and you'll have no problems taking down Buzz. He casts Internal Hemorrhage and Unfaltering Disease, so take him down fast to avoid becoming an Undead Apple Gatherer.

Protecting the City (Part 4)



Kovos leads the last of the Avalon City patrols. He wanders the city guarding against groups that try to enter. Take out the caster, then take out Kovos so Avalon can be safe.

Prios the Unfriendly Ghost



Late at night you find Prios around the small ghost town. A group of three can dispose of him with little resistance.

Enhanced Monster AI

- **Apple Orchards:** The undead seedmen plant undead seedlings, which after a few minutes will grow into higher level apple trees. Also, every day at noon, apple snatchers attack the orchard closest to the Isle of glass zone.
- **Lord Caddug:** Is well-trained in various weapon styles. At his side are two bodyguards and a priest. He uses both to attack players while the healer keeps the group alive.
- **Advisor Belias:** Advisor Belias protects the home of Lord Caddug. Where Lord Caddug is trained in weapons, Belias is trained in magic. At his fingertips are an arsenal of PBAE's, DOT's, and a lifetap

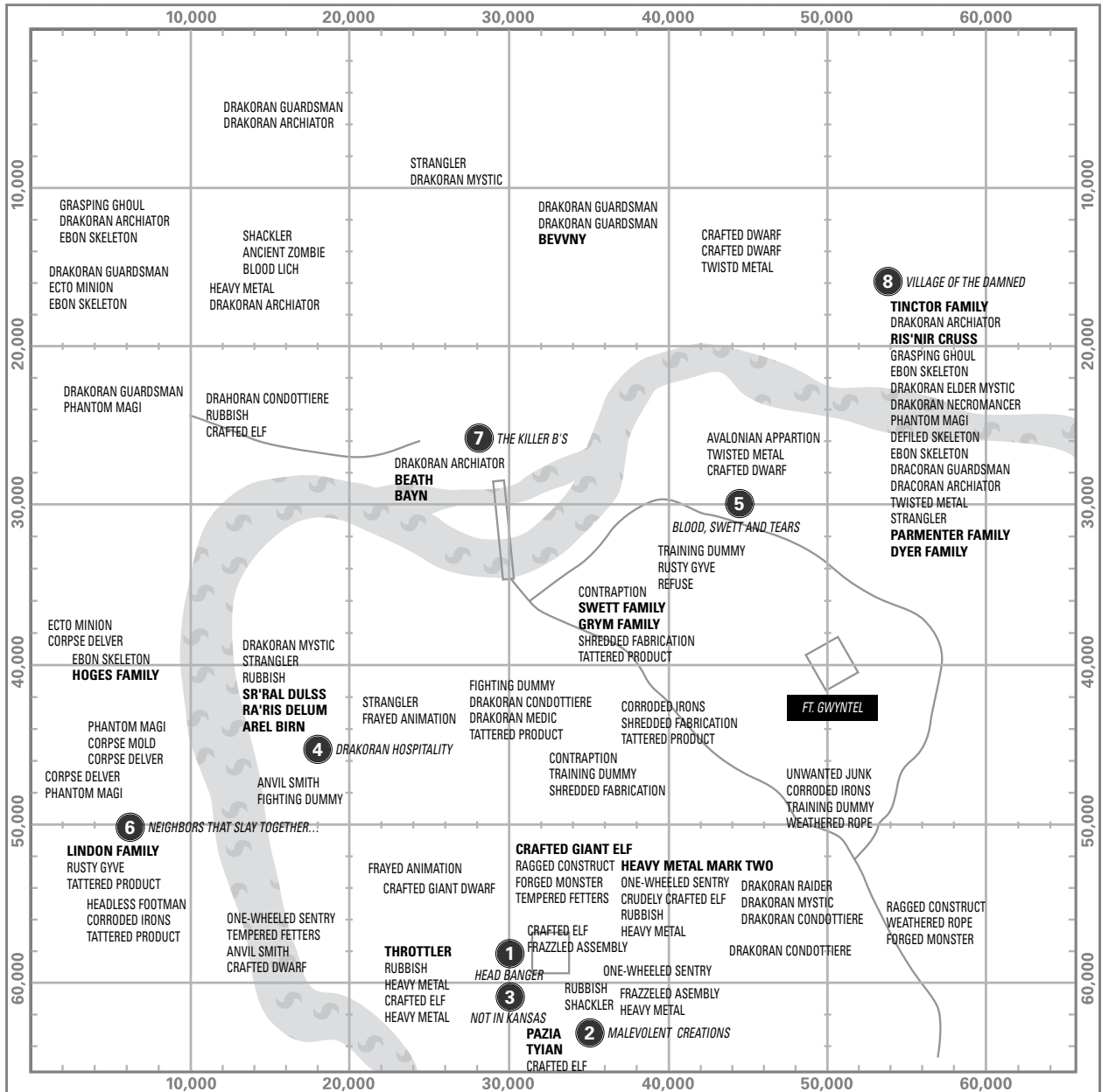
Who's Afraid of the Big Bad Wolf?



Yorvan is tough if you're unprepared. He casts buffs on himself, then casts Internal Hemorrhage and Unfaltering Disease on the group. Have at least four in your group and you'll have no problems.



Dales of Devwy



Monsters Levels

Monster Level Range: 30–75

Monster Name	Level
Achae Smith	30
Adelon	50
Aedilberg Brewer	36
Aelbfled Smith	32
Alwin Lindon	53
Ancient Zombie	56, 57
Animate Guard	38, 39
Anvil Smith	37–39
Anwynd Parmenter	48
Apparition	48
Apple Wood Spirit	75
Arel Birn	34
Ariette	50
Avalonian Apparition	35, 38
Avice Swett	39
Balance of Undeath	99
Bartholomew Swett	37
Bayn	45
Beath	55
Beatrix Swett	38
Beneger Swett	40
Beonoc Dyer	50
Bevvny	46
Blood Lich	57
Botulf Tincter	45
Bregusuid Dale	38
Bregusuid's Dog	1
Brother Upton	50
Burgraed Parmenter	43
Byrht Parmenter	43
Cabalist Meical	62
Captain Sutton	50
Cecilia Lindon	52
Celm Dyer	45
Cenfus Tincter	43
Cenwahl Tincter	43
Cerdic Dyer	45
Choker	27, 28
Clarice Hoges	51
Contraption	32–35
Corpse Delver	43–45

Monster Name	Level
Corpse Mold	42–44
Corroded Irons	29–31
Crafted Dwarf	38–40
Crafted Elf	44, 45
Crafted Giant Dwarf	61
Crafted Giant Elf	55
Crudely Crafted Dwarf	49
Crudely Crafted Elf	49
Defiled Skeleton	44–46
Drakoran Archiator	50–53
Drakoran Condottiere	38–42
Drakoran Elder Mystic	54
Drakoran Guardsman	51–55
Drakoran Medic	39–41
Drakoran Mystic	40–42
Drakoran Necromancer	53–55
Drakoran Raider	39, 40
Drakoran Sneak	51
Drakoran Thaumaturge	34
Eabae Dale	40
Eabae Parmenter	48
Ealhild Tincter	42
Eanfled Tincter	45
Earma Dyer	44
Ebon Skeleton	45–47
Ecto Minion	47, 49
Edyo Dyer	48
Enchanter Khalid	50
Erik the Crier	45
Essence Ghoul	61
Ethel Parmenter	44
Eunice Hoges	52
Eva Grym	37
Everard Grym	36
Father Staverly	65
Fell Geist	50, 51
Fighting Dummy	36–38
First Run Assembly	50
Forged Monster	25, 26
Frayed Animation	37–39
Frazzled Assembly	44–46
Ghoul Desecrator	49–51
Gracien Adamson	48
Grasping Ghoul	44–46

Avalon Zone Maps

Monster Name	Level
Guardian	50
Hamon Hoges	53
Hawis Swett	37
Headless Footman	42–44
Heap	28–30
Heavy Metal	43–45
Heavy Metal Mark One	51
Horse	55
Hylia	50
Idonea Hoges	50
Ifor Wade	50
Jasper Shiryynn	4
Josephina Stokes	50
Juliana Grym	38
Lieutenant Larch	50
Lifeless Creation	43
Lifeless Creation One	0
Lifeless Creation Two	0
Lina Lindon	52
Lord Quinton	50
Lucia Grym	37
Lunger	1
Lynley Farseeker	50
Mage Yann	50
Magess Bahija	50
Major Fenn	50
Maranen	25
Marc Stokes	50
Master Olin	50
Master Wilmer	50
Mazzey	40
Meical's creation	43
Mistress Daillynn	50
Mistress Jumaana	50
Nafira	40
Necromantic Apprentice	46
Old Scrap Pile	48
One-Wheeled Sentry	40–43
Orone	50
Paige Lovell	50
Pazia	52
Petrus Aitken	48
Phantom Magi	44, 45

Monster Name	Level
Pitch Skeleton	49–51
Priest of Arawn	60
Qan'ris Duros	68
Rachel Durand	50
Ragged Construct	25–27
Ra'ris Delum	34
Refuse	36–38
Ridley	50
Ris'nir Cruss	71
Ris'nir Siphon	50
Ris'nir Summon	50
Ris'nir Town	50
Ris'nir's Aura	0, 50
Rose Lindon	54
Rubbish	43–47
Rusty Gyve	34–37
Sebbi Brookshire	42
Sentry Mark One	47
Sentry Mark Two	48
Shackler	45–47
Shredded Fabrication	29–31
Sibyl Hoges	50
Sister Finella	50
Spindle	50
Sr'ral Dulss	39
Sr'ral's Shadow	50
Strangler	38–40
Tattered Product	33–35
Tempered Fetters	36–39
Throttler	50
Toly Lindon	55
Tondbert Brewer	34
Training Dummy	29–31
Twisted Metal	38–40
Tyian	55
Tyian pieces	45
Unlife	99
Unwanted Junk	25, 26
Valnir Modreth	68
Warin Grym	36
Weathered Rope	25, 26
Wenthlian Sy'Lian	44
White Light	50, 51
Williamiana Stokes	50
Wydo Grym	39

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Zone Factions

Factions Represented

Faction	Monsters
Drakoran Legion	Drakoran
Undead Servants	All Undead
Chaotic Constructs	All constructs

Faction vs. Faction

Faction	Aggressive Toward
Drakoran Legion	Chaotic Constructs

Factions That Can Be Altered

Devvy Company
Drakoran Legion
Residents of Wearyall Hill
Cryptos Mythicos
Lacula Sept
Caldey Outpost

Nearby Services

NOTE

Check the "City Maps" section of this guide for more detailed information on merchants, services, and locations for each town.

Fort Gwyntell



Merchants

Weapon	Dye
Arrow	Cloth
Bolt	Enamel
Bow	Leather
Crushing	
Flexible	Crafting
Focus Staves	Alchemy
Instrument	Clothworking
Poisons	Leatherworking
Polearm	Metalworking
Shields	Spellcrafting
Slash	Woodworking
Thrust	
Two-Handed	Trainers
	Armsman
Armor	Cabalist
Chain	Cleric
Cloth	Friar
Leather	Infiltrator
Plate	Mercenary
Studded	Minstrel

Merchants (cont.)

Necromancer	Horse Routes
Paladin	Caer Diogel
Reaver	Caer Gothwaite
Scout	Wearyall Village
Sorcerer	
Theurgist	Crafting Areas
Wizard	Bindstone
	Forge
	Lathe
Services	
Enchanter	
Healer	
Name Registrar	
Recharger	
Smith	
Town Crier	
Vault Keeper	

The Heavy Metal Mark One is a named MOB that hangs out southwest of Meical's Tower. It has a decent amount of hit points and an insta-cast AoE DD spell similar to the Thane's Mjollnir line. A pair of intrepid level 50s should have no problem making scrap metal out of the hulk, but beware—the area is full of wandering machinations that attack anything that steps within range.

Malevolent Creations



Meical's Tower is in the southern portion of the Dales and is home to some of the Wizard Meical's more sinister creations. The multitude of creatures surrounding the perimeter of the tower makes getting to the entrance difficult, but once inside, the real fun begins. Pazia is waiting for you inside the workshop. Pull him outside to avoid aggression from the interior of the structure, and use crowd control on any creatures that follow. After you defeat him, move inside, where Tyian is waiting for you on the second floor. Take the ladder to him to avoid the shacklers that patrol the spiral staircase. Pazia and Tyian offer no special attacks, so you can take them easily with a couple of tanks and a healer.

Encounters

Head Banger



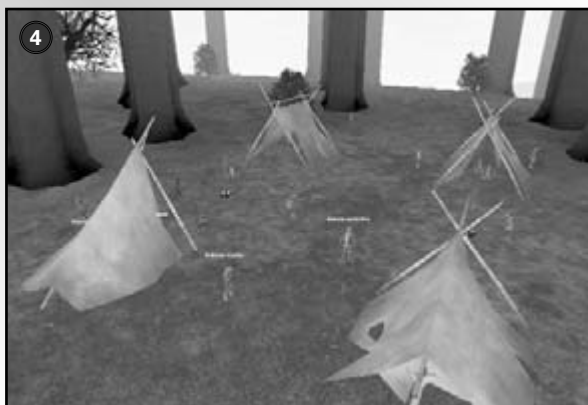
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Not in Kansas



The Crafted Giant Dwarf that wanders northwest of Meical's Tower is a tough adversary. He hits hard and has a few spells at his disposal, including a couple of DD spells (one which is AoE) and a stat debuffer. Use ranged attacks to interrupt his spell casting while pummeling him with melee attacks. Like many creatures surrounding Meical's Tower, the Giant Dwarf is vulnerable to crushing attacks.

Drakoran Hospitality



This is a large Drakoran camp made up of MOBs ranging in level from the mid 30s to low 40s. It's a good place for a player group of appropriate levels to gain experience. Most of the Drakorans engage in melee combat, while the mystics cast direct damage spells, and the medics buff and heal. Bring crowd control and be careful.

Blood, Swett, and Tears



The small settlement east of the bridge is home to both the Swett and the Grym families. They are ghosts bound to the mortal world by an unknown force. Clear the Avalonian apparitions before you enter the Swett houses and be aware—after you enter, several more await you. The apparitions are harmless one on one, but as a large group they are vicious. Destroy them and speak with Bartholomew Swett, who resides with his family on the second floor. He starts you on the Zombies, Ghosts, and Necromancers quest.

Families That Slay Together...



The Lindon family isn't hospitable to the living. Its members feign neutrality, but speak to them to find they are more than anxious to do battle. All five are at least level 50, and they are adept fighters. Keep the two casters occupied, or they'll hit you with vicious DD and DoT

spells. One of the brothers is a scout, and he'll pelt you with arrows while you are taking on the other two hand-to-hand. Bring a well-rounded group with you. If you want more, visit the Hoges next door. They'll welcome you to the neighborhood in the same way.

The Killer B's



The broken tower in this area is home to three named Drakorans. They aren't difficult to defeat, which makes this a nice area to visit if you have only two or three in your group. If you yearn for more of a challenge, attack the Drakoran necromancer that inhabits the ruined building to the east of the tower. He remains inside and nukes you while his guardsman friend keeps you occupied within casting range.

Village of the Damned



This is the place to go to wreak havoc. Although the three

families and various undead MOBs that inhabit this area are, for the most part, under level 50, they still offer a challenge. After you mop up the small stuff, Ris'Nir Cruss is your next target. Take him on with caution; he is a powerful opponent that does heavy melee damage coupled with a lightning DD attack. His hit points are high, and his ability to heal himself makes the fight tougher.

Enhanced Monster AI

- Ris'nir Cruss: A powerful Drakoran necromancer named Ris'nir Cruss haunts the area NE of Devwy. Ris'nir will move from house to house summoning ghosts to do his bidding. If you watch closely, you can witness his evil plans for the spirits at his command.
- The Avalonian ghost families: There are seven families of named Avalonian ghosts—the Dyers, Parmenters, Tinctors, Gryms, Swetts, Hogess and Lindons—who live on the second floors of each of the wrecked houses in the NE, near the friendly town, and in the SW. Each family member has a particular fighting style and uses different abilities. The families wish no harm to others, but are protective of their family members.
- Valnir Mordreth and his Essence Ghouls: Valnir is a nasty life-sucking lich type creature. He has two followers called Essence Ghouls who spawn with him. The Essence Ghouls use their life-sucking powers on players, which causes Valnir to regain some of his health. If an Essence ghoul is slain and the Valnir kills a player, he may re-summon one of the Essence Ghouls on the spot of the player's death. Also, when Valnir kills a player, he may use the player's retreating life force to grow in size and strength for a brief period of time.



Monsters Levels

Monster Level Range: 42–62

Monster Name	Level
Ancient Cliff Yale	56
Ancient Zombie	54–57
Angered Corpse	57
Apple Wood Spirit	75
Aqueous Giant	60, 62
Arvida	52
Blood Lich	56, 57
Blue-Green Algae	47, 48
Carnage Ghoul	63
Carnivorous Algae	56, 58
Cliff Serpent	48–50
Cliff Yale	48–50
Cliff Yale Yearling	42–44
Cnieda	46
Colialt	78
Dark Splinter	46
Demolich	70
Dissolver	60, 62
Ellisath the Slayer	60
Eviloren	62
Ghoul Desecrator	49–53
Greater Water Elemental	52, 54
Griffin	52, 54
Guagaran Feeder	42
Intimidator	61
Janeal the Hunter	60
Jennica the Binder	60
Kendris	60
Kismetha the Hunter	60
Lammia Bowmaiden	48, 50, 52
Lammia Sorceress	52, 54
Lammia Swordswoman	48, 50, 52
Larionne	52
Laseria	60
Leolith	60
Lich-Hunter	57
Lisaera the Binder	60
Lorien the Slayer	60
Marooned Viking	48–50

Monster Name	Level
Marooned Viking Commander	61
Marooned Viking Maiden	50, 52, 54
Marooned Viking Marauder	56, 58
Marooned Viking Navigator	52, 54
Marooned Viking Oarsman	52
Mountain Light	45
Nadius	62
Natana Alcael	60
Orc Beachcomber	42, 43
Orc Lure	45, 46
Orc Prospector	56, 58
Orc Tracking Hound	46
Pitch Skeleton	49–51
Raemilla	60
Restless Ghost	44
Sanyara the Slayer	60
Savage Dragonfly	42–44
Sea Wolf	45–47
Self-Proclaimed King Dulgur	61
Shark-Bitten Cadaver	48, 49
Splicer	52
Susanis the Binder	60
Thrawn Ogre Thresher	46
Undead Slayer	57
Undeath Binder	57
Undeath Walking	59
Urchin Pilferer	42–44
Water Elemental	45–47
Watery Protector	70
Western Guagaran	57, 59, 61
Western Guagaran Breeder	65
Western Guagaran Juvenile	49
Western Guagaran Spawn	36
White Light	50, 51
Yvettessa the Hunter	60
Zarassa	60
Zarassa's Personal Guard	50

Zone Factions

Factions Represented

Faction	Monsters
Cryptos Mythicos	Lammia, Griffins, Cliff Serpents, Cliff Yale
Lacula Sept	Undead-Slayers, Undeath Binders, Lich Hunters
Undead Servants	All Undead
Kulaclan	Orcs
Followers of Orylle	Ogres (Only a few wanderers in this zone)

Faction vs. Faction

Faction	Aggressive Toward
Undead Servants	Cryptos Mythicos, Lacula Sept
Cryptos Mythicos (Lammia)	Undead Servants, Kulaclan, Followers of Orylle
Lacula Sept	Undead Servants
Kulaclan	Cryptos Mythicos
Followers of Orylle	Cryptos Mythicos

Factions That Can Be Altered

Cryptos Mythicos
Lacula Sept
Kulaclan
Followers of Orylle

Nearby Services

NOTE

Check the "City Maps" section of this guide for more detailed information on merchants, services, and locations for each town.

Clifton (Faction Town)



Merchants

Weapon

Arrows
Bows
Crushing
Mithril
Polearm
Slashing
Thrusting
Two-Handed

Armor

Mithril Boned
Mithril Studded

Encounters

Cold-Blooded Killers



Do not ignore the Guagarans. Get too close, and these aggressive reptiles will charge in for the kill. Keep your distance or attackers will swarm you. Start with the little Guagaran first before trying the big ones.

Ugly Evil Snake Ladies



Undead Slayers, Undeath Binders, and Lich Hunters are some of the most feared creatures in the land. Have plenty of backup when fighting these foes. Some rush you with melee weapons, some hit you with ranged weapons, and some cast spells on you. Be cautious when taking on these ladies.

Looking for Gold?



There's a camp of neutral Orc Prospectors here. Because they're neutral, you have nothing to worry about—unless you try to slit their throats and steal their gold. They don't have any special attacks, and so just try to hit you.

Where Young Zombies Send Their Elderly



Ancient Zombies love shambling through the countryside without a care in the world. That is, until they smell the irresistible scent of your live flesh. Then they leap into action and charge in for the attack. Stay out of range or you will find yourself fighting more than you can handle. Attack them with a group and collect the rewards of killing undead creatures.

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Delusions of Grandeur



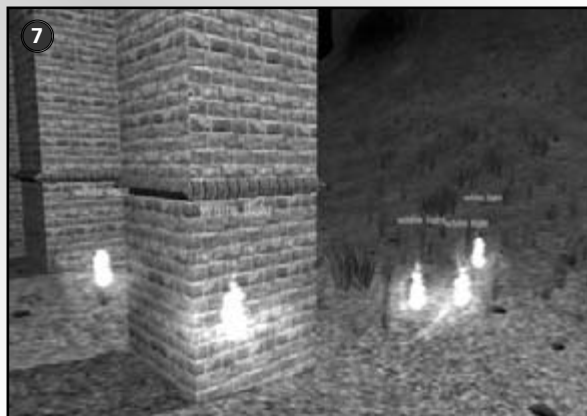
The Self-Proclaimed King Dugar claimed this land in the name of the Vikings, but what happened to the democracy he promised? This Viking has gotten too big for his britches. He is not easy to reach, hiding in his light house, but it can be done. You just have to fight through his Marooned Viking Commanders to get to him.

Another Three-Hour Tour Gone Bad



The coast of Gwyddneau is covered with Marooned Vikings. They left their homes and families and ended up here in the wilderness, and they aren't happy to see you. They would like nothing more than to charge you with weapons swinging, chop you up, and add you to their stew. Stay clear of them unless you have a nice group to help defend against their aggressions.

No Feeding After Midnight!



There are plenty of White Light camps where you can hunt. These little creatures are neutral, so if you accidentally stumble into a group of them, you have nothing to fear. Hunt them with a group or solo them on your own. They don't have any fancy attacks, and they might drop something useful to you.

Big Ones



These big guys might look scary, but they won't hurt you unless you provoke them. The same can't be said about the Cliff Yales. Get too close to them and they'll slaughter you. Help the Thrawn Ogre Thresher defeat the Cliff Yales, then put the large guy in his place. You might get a nice drop.

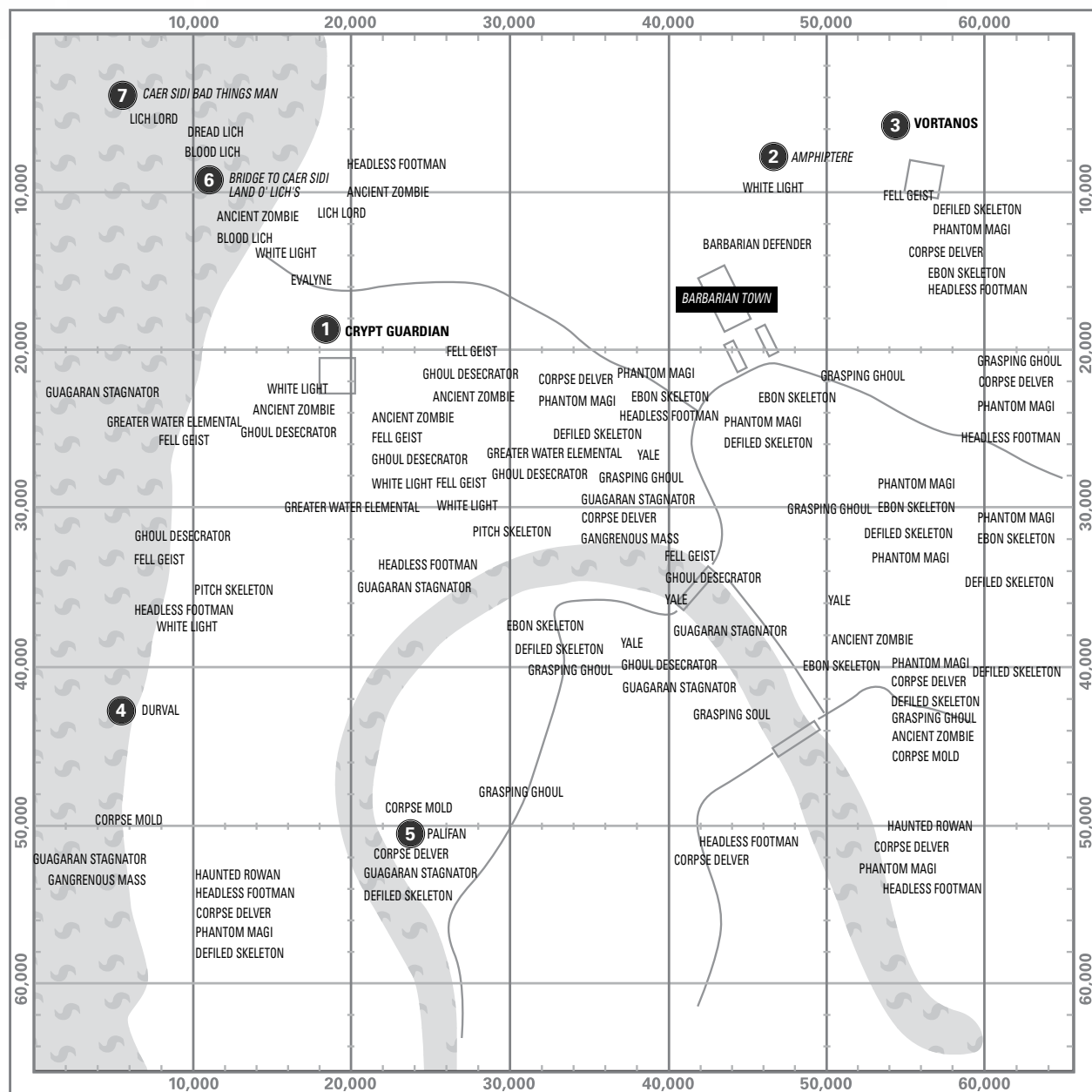
Enhanced Monster AI

- **Natana the Alchemist (Alchemy Merchant):** Natana uses her understanding of Alchemy against you. When attacked, she throws a bottle at the ground to obscure your vision. This is dangerous, as you are near a cliff edge. She also swallows a vial taken from her belt pouch, which makes her increase in size and gain in strength.
- **Nadius (Merchant):** When she is attacked, Nadius hides and comes at you. She jumps out of hiding, attacks, and goes back into hiding. She does this for the duration of the combat.
- **Raemilla (Merchant):** When attacked, Raemilla calls to her people from the cliffs. They jump down the cliff to help her.
- **Self-Proclaimed King Dugar:** By himself, King Dugar is not formidable. However, at his command are several watery servants whom he sends to do his dirty work. The watery servants are powerful, but they have an Achilles heel.
- **Colialt:** Colialt is a powerful lich. A group of slayers captured Colialt, and four sisters are using their magic to hold him. Because he couldn't be banished, those who captured him took him to Sanctuary Rock (a rock structure near the holly grove) where they will attempt to hold him while the slayers figure out what needs to be done. The named slayers will argue about what they need to do. It is up to the players of the realm to discover the secret to the lich's power and to destroy him.



Dark Age of Camelot™ Shrouded Isles™

Caldey



Monsters Levels

Monster Level Range: 42–65

Monster Name	Level
Amphiptere	65
Ancient Zombie	54–57
Apple Wood Spirit	75
Barbarian Defender	54, 56
Blood Lich	56–59
Clan Bard	54
Clan Fletcher	54
Clan Follower	52
Clan Healer	54
Clan Maiden	52, 55
Clan Matron	55
Clan Smith	54
Clan Tailor	53
Clan Tradesman	52
Corpse Delver	43–45
Corpse Mold	42–44
Crypt Guardian	57
Defiled Skeleton	44–46
Devmer	46
Dread Lich	57–61
Durval	59
Ebon Skeleton	45–47
Eralyne	55
Fell Geist	50–52
Gangrenous Mass	46–48
Ghoul Desecrator	49–53
Gorvos	44
Grasping Ghoul	44–46
Greater Water Elemental	52
Guagaran Stagnator	46–49
Hamorik	61
Hamorik Summoning	50
Haunted Rowan	42–44
Headless Footman	42–45
Huidelon Cariston	54
Invis Dead Check	50
Lich Effects	1
Lich Lord	59–61
Palifan	52
Phantom Magi	44–45

Monster Name	Level
Pitch Skeleton	49–51
Rose	54
Sidi Storm	99
Telsar	45
Tower Spirit	0
Tristram Adamson	54
Vortanos	61
Waleron Douglas	52
White Light	50, 51
Yale	51–53

Zone Factions

Factions Represented

Faction	Monsters
Cryptos Mythicos	Lammia, Amphiptere, Cliff Yale
Undead Servants	All Undead
Caldey Outpost	Faction town residents

Faction vs. Faction

Faction	Aggressive Toward
Caldey Outpost	Undead servants
Cryptos Mythicos (Lammia)	Undead Servants
Undead Servants	Cryptos Mythicos, Caldey outpost

Factions That Can Be Altered

Cryptos Mythicos
Caldey Outpost

Nearby Services

NOTE

Check the "City Maps" section of this guide for more detailed information on merchants, services, and locations for each town.

Dark of Camelot™ Shrouded Isles™

Barbarian Town (Faction Town)



Merchants

Weapon

Bows

Instruments

Mithril

Shields

Armor

High level Leather

Mithril Plate

Encounters

Crypt Guardian



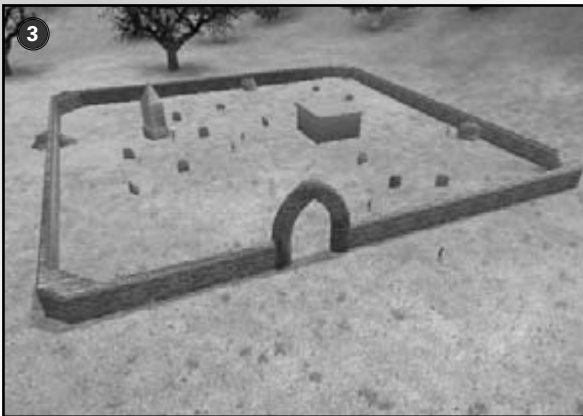
When stumbling upon this small cemetery, beware of the Crypt Guardian and his minions. Watch for the Crypt Guardian to cast mez in addition to speed decrease and disease. There is also another named MOB called Evalyne that roams the immediate area and would love to join in the fun if you begin to wander. However, a small group of 45+ should have no problem here, provided you mez the Crypt Guardian's friends, and Evalyne keeps to herself.

Amphiptere



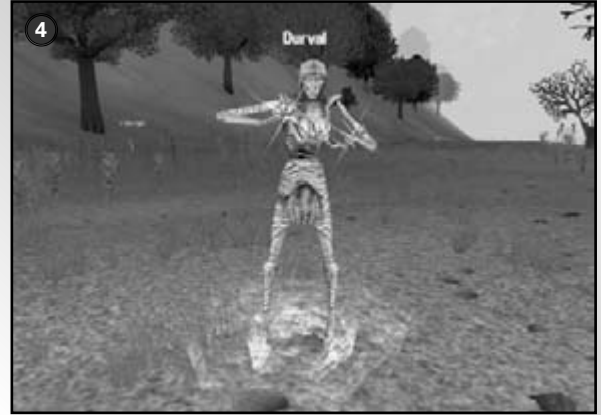
The Amphiptere looks innocent enough, but you need a full group to take down this flying foe. In addition to casting Blade Turn, he can cast a damage add on himself. When his health gets low he calls some zombies to aid in the fight. This is where your friends come in. Work together and anything is possible.

Freaks Don't Come Out at Night



Not even Vortanos will visit this cemetery at night. He's only there during the day, and with a lot of friends. You need one or two groups to take down him and his clan. During the fight, he brings 10 friends to give him a hand. His Area of Effect spells also affect your healers if they do not stand out of range.

I Enjoy Long Walks On the Beach...



Playing at the beach, Durval stands alone. But don't think him weak—he throws everything at you in battle, so be ready. This includes mezzes, smites, disease, and Blade Turn. Consider yourself warned. A small group of 47+ can handle this bandaged freak.

A Day at the River

5 *Palifan wanders the river during the day. She is alone and you can take her out with the help of a friend or two.*

Troubled Bridge over Calm Waters



*This bridge leads to the **Caer Sidi**, a troubled place. Along the way there are high-level MOBs to kill. A single group of 50 can do this bridge with no problem. However, don't go to the end of the bridge unless you plan on bringing lots of friends.*

Bad Things, Man



*You need a large group to survive in **Caer Sidi**. The monsters are difficult to hit, especially with spells. When fighting, damage adds and damage shields are a must, as is **Pulsing Blade Turn**. While most of these MOBs are as powerful as epic bosses, they don't have the same kind of dam-*

*age add scaling, meaning that damage adds hit them hard. With a group of 24–32, use the "relog pulling" technique for single pulls. This is done by having a group member disband, relog, and pull the MOB without any assistance (no heals, buffs, etc. before the group member pulls the MOB). **Caer Sidi** MOBs are vulnerable to this single-pull technique because the spawns are triggered, not timed.*

Enhanced Monster AI

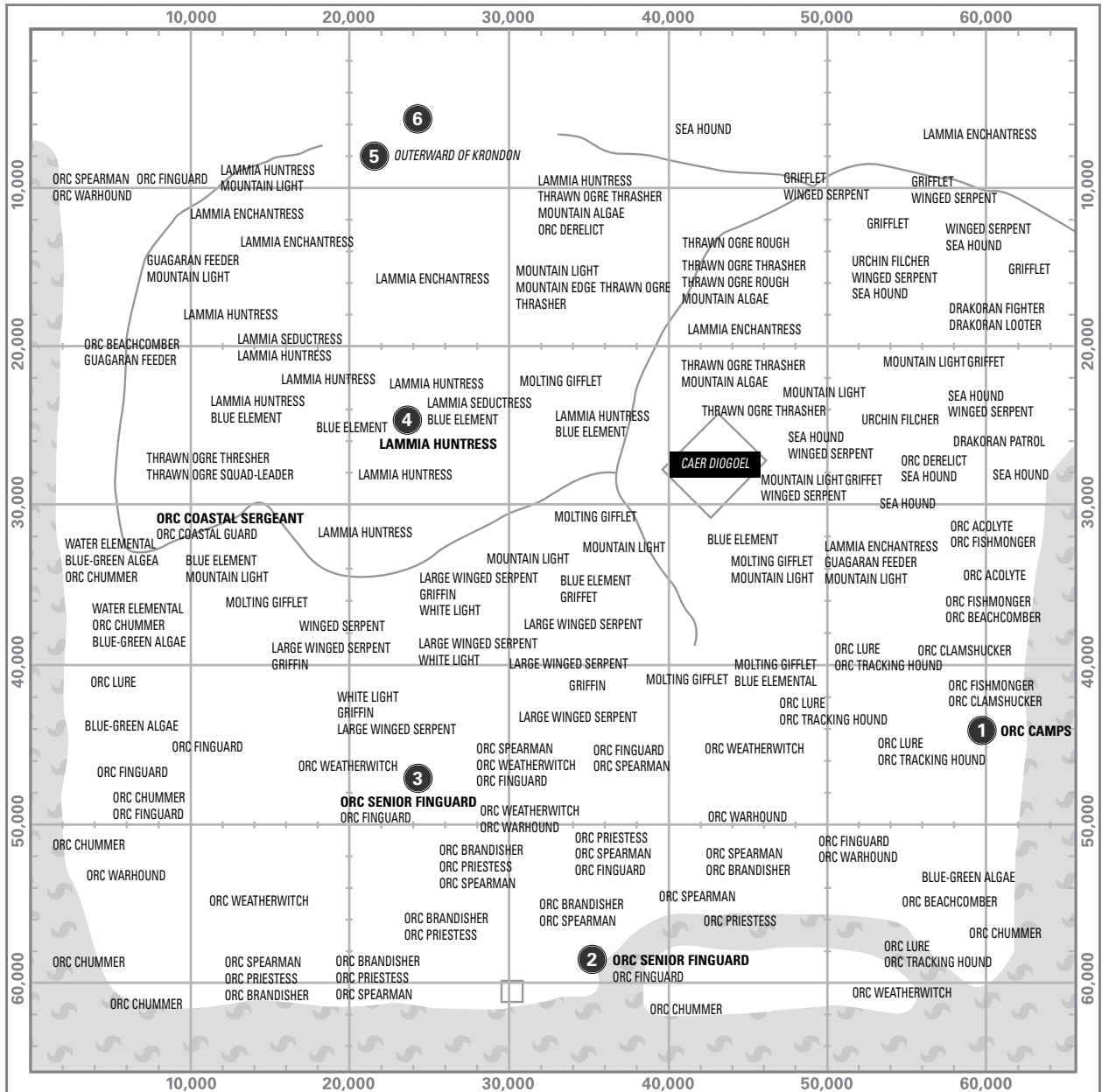
- **Amphiptere:** These creatures are based on the four elements: earth, wind, fire, and ice. Each creature uses his or her specific element type to attack. Do not knock out any of their teeth; if one falls out and lands, an ancient zombie may rise and attack!

The Right Place at the Right Time

Hamorik: If you are able to locate the ritual area, you may witness Hamorik's emergence. A spectacular lightshow will commence.

If you're there when he arrives...well, that's when the real fun begins.

Aldland



Monsters Levels

Monster Level Range: 35–61

Monster Name	Level
Blue Element	43–45
Blue-Green Algae	46–49
Drakoran Looter	29
Drakoran Patrol	31–33
Drakoran Patrol Leader	34
Griffin	52
Grifflet	31, 32
Guagaran Feeder	39–42
Lammia Enchantress	35–39
Lammia Huntress	42–44
Lammia Seductress	42–44
Large Winged Serpent	49–51
Molting Grifflet	44, 45
Mountain Algae	35–37
Mountain Light	42–45
Orc acolyte	34–36
Orc Beachcomber	40, 42, 43
Orc Brandisher	57, 59, 61
Orc Chieftain	59, 61
Orc Chummer	49, 51, 53
Orc Clamshucker	39–41
Orc Coast Guard	46
Orc Costal Sergeant	47
Orc Derelict	35–37
Orc Finguard	50, 52
Orc Fishmonger	38, 39
Orc Lure	44–46
Orc Priestess	56, 58, 60
Orc Senior Finguard	58
Orc Spearman	54, 56, 58
Orc Tracking Hound	46–48
Orc Warhound	50, 52
Orc Weatherwitch	51, 53
Sea Hound	32, 33, 35, 36
Thrawn Ogre Ambusher	36, 37
Thrawn Ogre Goon	34–36
Thrawn Ogre Guardsman	45, 47
Thrawn Ogre Lookout	45
Thrawn Ogre Rough	33, 34
Thrawn Ogre Squad Leader	47

Monster Name	Level
Thrawn Ogre Thrasher	35, 37
Thrawn Ogre Thresher	44–46
Urchin Filcher	31, 32
Water Elemental	45–47
White Light	50
Winged Serpent	31, 32

Zone Factions

Factions Represented

Faction	Monsters
Followers of Orylle	Ogres
Kulaclan	Orcs
Cryptos Mythicos	Lammia, Griffins/Grifflets, Winged Serpents, Sea Hounds
Pixie Urchins	Urchins
Drakoran Legion	Drakoran
Kutaca	Orc Derelicts

Faction vs. Faction

Faction	Aggressive Toward
Drakoran Legion	Cryptos Mythicos
Cryptos Mythicos (Lammia)	Drakoran Legion, Kulaclan, Followers of Orylle
Kulaclan	Cryptos Mythicos, Followers of Orylle, Kutaca
Followers of Orylle	Kulaclan, Cryptos Mythicos, Pixie Urchins
Kutaca	Kulaclan

Factions That Can Be Altered

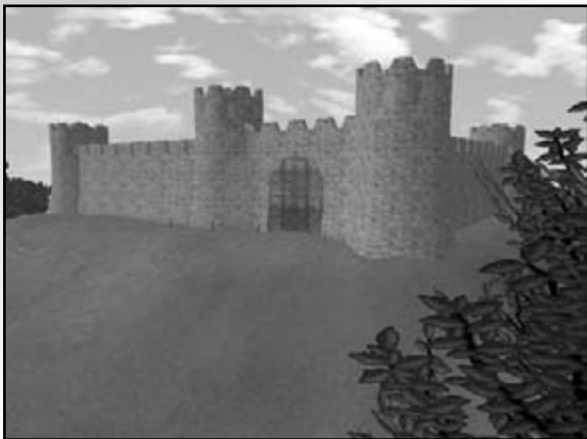
Drakoran
Cryptos Mythicos
Kulaclan
Followers of Orylle

Nearby Services

NOTE

Check the "City Maps" section of this guide for more detailed information on merchants, services, and locations for each town.

Caer Diogel



Merchants

Armor	Crafting
Bone	Alchemy
Leather	Clothworking
Mithril	Leatherworking
Quilted	Metalworking
Studded	Spellcrafting
	Woodworking
Arrow	Dye
Arrows	Cloth
Bolts	Enamel
Crossbows	Leather
Shields	

Merchants (cont.)

Instrument	Services
Drums	Enchanter
Flutes	Healer
	Recharger
Weapon	Smith
Bows	Town Crier
Focus Staves	
Mithril	Horse Routes
Polearm	Anniogel
Staves	Caer Gothwaite
	Crafting Areas
	Alchemy Table
	Forge
	Lathe

Encounters

Orc Coast



Orcs rule the coast of Aldland. Within the camps along the coast line and in the Flooded Town of Maab roam Orc Clamshuckers, Fishmongers, Weatherwitches, Finguards, and Beachcombers. There are also Orc Lures walking along the forest with Orc Warhounds, and Orc Chummers swimming the waters. No matter which Orc you choose to fight, you can be sure another is close by. Travel in numbers when attempting to trample the Orc's beaches.

Dark Age of Camelot™

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NOTE

Orcs remain neutral until provoked, so carefully choose your faction status.

Protected Isle



The Flooded Town of Maab is home to an Orc Senior Finguard and his handful of Orc Finguards patrolling an island. Pacing back and forth, the platoon of Finguards awaits opposition brave enough to step onto the small isle. The Orc Senior Finguard is larger and should be dealt with first. Crowd control plays a big part in keeping the Finguards off of the lead tank, so travel with a mez-ready caster.

Border Patrol



A legion of Orc Finguards, led by an Orc Senior Finguard, patrols the zone from this point to Gwyddneau. Attacking them while on patrol is dangerous if attempted alone or too close to other Orcs. Choose the right location to fight before you engage them.

Hunting the Huntress



Though Lammia Huntresses are throughout the hills of Aldland, this small camp is a great place to hunt them. Thanks to the surroundings, little else bothers you as you pull the Lammia Huntresses one by one from the camp. If you bite off more than you can chew, run to the east toward Caer Diogel rather than west into the field of Orc Coastal Guards.

Outerward of Krondron



Krondron is home to the Thrawn Ogres. The Outerward is the entrance to the Ogre Citidel. Provided you have good relations with the Ogres, you can walk into the town unscathed. However, if the Thrawn Ogres are not your friends, the Thrawn Ogre Lookouts will call some friends to rough you up. Proceed with caution.

Ogre the Hills...



Keeping on good terms with the Thrawn Ogres is the only way to get safe passage through this road. A handful of Thrawn Ogre Ambushers converge on this road leading from the Outerward of Krondron to Caer Diogel, and they are ready to pounce on any who have muddled their name. Avoid this road if you have had scuffles.

Enhanced Monster AI

- **Ogre Ambush:** Before Diogel (to the east) are two large rocks. Players using this route may be ambushed by Ogres hiding in the rocks.
- **Ogre Lookouts:** There several ogre lookouts within the Outerward of Krondron. Positioned in towers, these lookouts watch for approaching intruders. If they spot you, they sound an alarm which brings the ogres in the area down upon you. Players must discover ways to silence these lookouts before they can warn the others.

The Right Place at the Right Time

- **Thergus the Inspirer:** This ogre dignitary loves to hear himself speak. If you are able to get close enough, you will hear him give a long inspirational speech. A bunch of ogres gather to hear him speak. When he concludes his speech, the ogres gather in formation and march to battle.
- **Ogres vs. Orc Battle:** The Ogres who leave after Thergus gives his speech are heading to war with the Orcs. (His speech gives more details on the reason.) Halfway down the western coastline, the ogres run into an Orc coast guard squad and a battle ensues.

Avalon Master Merchant List

Armor

Boned

Denys Thomason	Anniogel
Julienne Danior	Anniogel
Robert	Caer Diogel
Faris Ohrman	Caer Gothwaite
Natana Alcael	Clifton
Yffi Thatcher	Wearyall Village

Chain

Vance Calloway	Anniogel
Sydelle Ranald	Anniogel
Alicia	Caer Diogel
Faris Ohrman	Caer Gothwaite
Bregusuid Dale	Fort Gwyntell
Lunet Walker	Wearyall Village
Offa Lumley	Wearyall Village
Torctgyd Brookshire	Wearyall Village

Cloaks

Ariadne Thomason	Anniogel
Zinia Marsen	Gothwaite Harbor
Penda Thatcher	Wearyall Village

Cymric

Julienne Danior	Anniogel
Reade Summers	Anniogel
Clan Tailor	Barbarian Town
Robert	Caer Diogel
Bregusuid Dale	Fort Gwyntell
Tessa Ohrman	Gothwaite Harbor
Yffi Thatcher	Wearyall Village

Lamellar

Denys Thomason	Anniogel
Bregusuid Dale	Fort Gwyntell
Tessa Ohrman	Gothwaite Harbor
Lunet Walker	Wearyall Village
Offa Lumley	Wearyall Village

Mail

Sydelle Ranald	Anniogel
Faris Ohrman	Caer Gothwaite
Lunet Walker	Wearyall Village
Nia Loaman	Caifelle

Plate

Vance Calloway	Anniogel
Sydelle Ranald	Anniogel
Clan Maiden	Barbarian Town
Alicia	Caer Diogel
Gavon Montgomery	Caifelle
Bregusuid Dale	Fort Gwyntell
Simone Innes	Gothwaite Harbor
Lunet Walker	Wearyall Village
Offa Lumley	Wearyall Village

Quilted

Ariadne Thomason	Anniogel
Julienne Danior	Anniogel
Robert	Caer Diogel
Bregusuid Dale	Fort Gwyntell
Zinia Marsen	Gothwaite Harbor
Penda Thatcher	Wearyall Village

Robes

Ariadne Thomason	Anniogel
Julienne Danior	Anniogel
Bregusuid Dale	Fort Gwyntell
Zinia Marsen	Gothwaite Harbor
Penda Thatcher	Wearyall Village

Roman Leather

Julienne Danior	Anniogel
Reade Summers	Anniogel
Clan Tailor	Barbarian Town
Robert	Caer Diogel
Bregusuid Dale	Fort Gwyntell
Tessa Ohrman	Gothwaite Harbor

Scaled Plate

Sydelle Ranald	Anniogel
Vance Calloway	Anniogel
Clan Maiden	Barbarian Town
Alicia	Caer Diogel
Gavon Montgomery	Caifelle
Bregusuid Dale	Fort Gwyntell
Simone Innes	Gothwaite Harbor
Lunet Walker	Wearyall Village

Siluric Leather

Julienne Danior	Anniogel
Reade Summers	Anniogel
Clan Tailor	Barbarian Town
Robert	Caer Diogel
Bregusuid Dale	Fort Gwyntell
Tessa Ohrman	Gothwaite Harbor
Yffi Thatcher	Wearyall Village

Studded

Denys Thomason	Anniogel
Julienne Danior	Anniogel
Robert	Caer Diogel
Nia Coaman	Caifelle
Natana Alcael	Clifton
Bregusuid Dale	Fort Gwyntell
Tessa Ohrman	Gothwaite Harbor
Torctgyd Brookshire	Wearyall Village
Yffi Thatcher	Wearyall Village

Weapons

Two-Handed

Abigail Dylan	Anniogel
Gisela Andonly	Anniogel
Clan Tradesman	Barbarian Town
Alicia	Caer Diogel
Kaitlyn Montgomery	Caer Gothwaite
Zarassa	Clifton
Calder Oswald	Gothwaite Harbor
Eabae Dale	Fort Gwyntell
Offa Lumley	Wearyall Village

Arrows

Kimmy Glaze	Anniogel
Clan Fletcher	Barbarian Town
Kumar	Caer Diogel
Marissa Fletchet	Caifelle
Leolith	Clifton
Tondbert Brewer	Fort Gwyntell
Calder Oswald	Gothwaite Harbor
Nicia	Wearyall Village

Bolts

Kimmy Glaze	Anniogel
Kumar	Caer Diogel
Tondbert Brewer	Fort Gwyntell
Calder Oswald	Gothwaite Harbor
Nicia	Wearyall Village

Bows

Kimmy Glaze	Anniogel
Clan Fletcher	Barbarian Town
Tesia	Caer Diogel
Marissa Fletchet	Caifelle
Leolith	Clifton
Tondbert Brewer	Fort Gwyntell
Calder Oswald	Gothwaite Harbor
Nicia	Wearyall Village

Crossbow

Kumar	Caer Diogel
Marissa Fletcher	Caifelle
Calder Oswald	Gothwaite Harbor
Nicia	Wearyall Village

Crushing

Abigail Dylan	Anniogel
Gisela Andonly	Anniogel
Alicia	Caer Diogel
Zarassa	Clifton
Eabae Dale	Fort Gwyntell
Lane Wellin	Gothwaite Harbor
Calder Oswald	Gothwaite Harbor
Offa Lumley	Wearyall Village
Thaddius Kelley	Wearyall Village

Flexible Weapons

Alicia	Caer Diogel
Kaitlyn Montgomery	Caer Gothwaite
Aediberg Brewer	Fort Gwyntell

Polearm

Abigail Dylan	Anniogel
Gisela Andonly	Anniogel
Clan Tradesman	Barbarian Town
Tesia	Caer Diogel
Kaitlyn Montgomery	Caer Gothwaite
Zarassa	Clifton
Aediberg Brewer	Fort Gwyntell
Eabae Dale	Fort Gwyntell
Offa Lumley	Wearyall Village
Thaddius Kelley	Wearyall Village

Slashing

Abigail Dylan	Anniogel
Gisela Andonly	Anniogel
Alicia	Caer Diogel
Kaitlyn Mongomery	Caer Gothwaite

Eviloren	Clifton
Kendris	Clifton
Raemilla	Clifton
Zarassa	Clifton
Aediberg Brewer	Fort Gwyntell
Eabae Dale	Fort Gwyntell
Lane Wellin	Gothwaite Harbor
Calder Oswald	Gothwaite Harbor
Offa Lumley	Wearyall Village
Thaddius Kelley	Wearyall Village

Staves

Lane Wellin	Gothwaite Harbor
Penda Thatcher	Wearyall Village
Ariadne Thomason	Anniogel
Tesia	Caer Diogel

Thrusting

Abigail Dylan	Anniogel
Gisela Andonly	Anniogel
Alicia	Caer Diogel
Zarassa	Clifton
Aediberg Brewer	Fort Gwyntell
Eabae Dale	Fort Gwyntell
Lane Wellin	Gothwaite Harbor
Calder Oswald	Gothwaite Harbor
Offa Lumley	Wearyall Village
Thaddius Kelley	Wearyall Village

Shields

Kimmy Glaze	Anniogel
Clan Maiden	Barbarian Town
Kumar	Caer Diogel
Adam Glaze	Caer Gothwaite
Eabae Dale	Fort Gwyntell
Thaddius Kelley	Wearyall Village

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Focus Staves

James Yoryk	Anniogel
Jessica	Caer Diogel
Jane Knobs	Gothwaite Harbor
Ridley	Fort Gwyntell
Ysbaddaden	Wearyall Village

Instruments

Ariadne Thomason	Anniogel
Clan Maiden	Barbarian Town
Arden	Caer Diogel
Tondbert Brewer	Fort Gwyntell
Susan Gussier	Gothwaite Harbor
Maybella Afton	Wearyall Village

Dyes

Cloth Dye

Dyemaster Elaria Difner	Anniogel
Kate Meirene	Anniogel
Dyemaster Breanna	Caer Diogel
Eafa Thatcher	Caifelle
Sebbi Brookshire	Fort Gwyntell
Achae Smith	Fort Gwyntell
Dyemaster Philip	Gothwaite Harbor
Dyemaster Gary	Gothwaite Harbor

Leather Dye

Dyemaster Elaria Difner	Anniogel
Kate Meirene	Anniogel
Dyemaster Breanna	Caer Diogel
Dyemaster Clarrie	Caer Diogel
Sebbi Brookshire	Fort Gwyntell
Achae Smith	Fort Gwyntell
Dyemaster Philip	Gothwaite Harbor
Dyemaster Gary	Gothwaite Harbor

Metal Enamel

Dyemaster Elaria Difner	Anniogel
Kate Meirene	Anniogel
Dyemaster Clarrie	Caer Diogel
Sebbi Brookshire	Fort Gwyntell
Achae Smith	Fort Gwyntell
Dyemaster Philip	Gothwaite Harbor
Dyemaster Gary	Gothwaite Harbor
Cynwise Thatcher	Wearyall Village

Poisons

Timothy Hatchett	Anniogel
Josephine	Caer Diogel
Aelbfled Smith	Fort Gwyntell
Burton MacDougal	Gothwaite Harbor
Silana Pierson	Wearyall Village

Portal Scroll

Merchant

Master Aslin	Gothwaite Harbor
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Crafting Items

Alchemy

Eddian Pader	Anniogel
Michael Thornbriar	Caer Diogel
Isabel	Caer Diogel
Petrus Aitken	Fort Gwyntell
Josephina Stokes	Fort Gwyntell
Billy Faulklier	Gothwaite Harbor
Ylaine Barrett	Gothwaite Harbor
Annete Howell	Wearyall Village
Jon Blake	Wearyall Village

Armor Crafting

Alia Kenton	Anniogel
Meadow Williams	Anniogel
Jes Markley	Caer Diogel
Williamiena Stokes	Fort Gwyntell
Jackalyn Gordin	Gothwaite Harbor
Jacques Tole	Gothwaite Harbor
Alfu Rolby	Wearyall Village
Constance Fiara	Wearyall Village

Fletching

Meadow Williams	Anniogel
Bridget Forge	Caer Diogel
Marc Stokes	Fort Gwyntell
Jackalyn Gordin	Gothwaite Harbor
Constance Fiara	Wearyall Village

Spellcrafting

Meadow Williams	Anniogel
Bridget Forge	Caer Diogel
Marc Stokes	Fort Gwyntell
Jackalyn Gordin	Gothwaite Harbor
Constance Fiara	Wearyall Village

Tailoring

Alia Kenton	Anniogel
Meadow Williams	Anniogel
Jes Markley	Caer Diogel
Jackalyn Gordin	Gothwaite Harbor
Jacques Tole	Gothwaite Harbor
Alfu Rolby	Wearyall Village
Constance Fiara	Wearyall Village

Weapon Crafting

Alia Kenton	Anniogel
Meadow Williams	Anniogel
Jes Markley	Caer Diogel
Williamiena Stokes	Fort Gwyntell
Jackalyn Gordin	Gothwaite Harbor

Jacques Tole Gothwaite Harbor
 Alfu Rolby Wearyall Village
 Constance Fiara Wearyall Village

Services

Enchanter

Enchanter Slone Anniogel
 Clan Follower Barbarian Town
 Enchanter Quiterie Caer Diogel
 Enchanter Marea Caer Gothwaite
 Enchanter Kahlid Fort Gwyntell

Guild Emblemeer

Lord Jason Averill Caer Gothwaite

Guild Registrar

Lord Michael Caer Gothwaite

Healer

Lililah Anniogel
 Clan Healer Barbarian Town
 Nash Caer Diogel
 Sister Genette Ashlan Caer Gothwaite
 Alice Mothley Caifelle
 Mazzy Fort Gwyntell
 Jimmy Bean Gothwaite Harbor
 Brother Kenton Wearyall Village
 Ned Twarley Wearyall Village
 Peada Robson Wearyall Village

Name Registrar

Lady Grace Caer Gothwaite
 Gracion Adamson Fort Gwyntell

Recharger

Treena Anniogel
 Saaliha Adille Caer Diogel
 Miles Ramsay Caer Gothwaite
 Ifor Wade Fort Gwyntell
 Zilah Hani Wearyall Village

Smith

Edward Humphrey Anniogel
 Clan Smith Barbarian Town
 Jacob Rogers Caer Diogel
 Corlissa Marlon Caifelle
 Rachel Durand Fort Gwyntell
 Tryant Madoc Gothwaite Harbor
 Cearl Smith Wearyall Village

Stable Master

Toby Keeler Anniogel
 Cleavon Smythe Caer Diogel
 Kennard Jameson Caer Gothwaite
 Aylmer Colman Caifelle
 Jasper Shirynn Fort Gwyntell
 Collin Rowland Wearyall Village

Town Crier

Howard the Crier Anniogel
 Stephanie the Crier Caer Diogel
 Tomas the Crier Caer Gothwaite
 Erik the Crier Fort Gwyntell
 Anne Marie the Crier Gothwaite Harbor
 Nikole The Crier Wearyall Village

Vault Keeper

Caitlin Bernard Anniogel
 Lyail Marnon Caer Diogel
 Lord George Mincer Caer Gothwaite
 Paige Lovell Fort Gwyntell
 Joella Bernard Wearyall Village

Crafters

Alchemist Master

Mirelle Edmunds Gothwaite Harbor

Armorsmith Master

Morgance Scott Gothwaite Harbor

Fletcher Master

Alec Marah Gothwaite Harbor

Spellcrafting Master

Stephen Cathal Gothwaite Harbor

Tailor Master

Bronwyn MacEgan Gothwaite Harbor

Weaponsmith Master

Grayson Sanion Gothwaite Harbor

Trainers

Acolyte

Delores Caer Gothwaite

Armsman

Captain Izabeth Caer Diogel
 Captain Herly Caer Gothwaite
 Captain Sutton Fort Gwyntell

Cabalist

Magus Zalman Caer Diogel
 Magess Sharifa Caer Gothwaite
 Magess Bahija Fort Gwyntell

Cleric

Father Vernon Caer Diogel
 Father Kenelm Caer Gothwaite
 Sister Finella Fort Gwyntell

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Disciple

Narah Caer Gothwaite

Elementalist

Master Beamen Caer Gothwaite

Fighter

Mistress Laws Caer Gothwaite

Friar

Sister Gloria Caer Diogel
Sister Evangeline Caer Gothwaite
Brother Upton Fort Gwyntell

Infiltrator

Master Neale Caer Diogel
Elaru Caer Gothwaite
Nafira Fort Gwyntell

Mage

Magess Gwenllian Caer Gothwaite

Mercenary

Rethen Caer Diogel
Master Rhinear Caer Gothwaite
Mistress Jumaana Fort Gwyntell

Minstrel

Mistress Maitane Caer Diogel
Master Hawke Caer Gothwaite
Master Olin Fort Gwyntell

Necromancer

Taquin Caer Diogel
Carys Caer Gothwaite
Hylia Fort Gwyntell

Paladin

Lady Katherine Caer Diogel
Lady Eve Caer Gothwaite
Lord Quinton Fort Gwyntell

Reaver

Oleria Caer Diogel
Melarlian Caer Gothwaite
Maranen Fort Gwyntell

Rogue

Master Reginald Caer Gothwaite

Scout

Lieutenant Platon Caer Diogel
Lieutenant Newster Caer Gothwaite
Lieutenant Larch Fort Gwyntell

Sorcerer

Magess Caryl Caer Diogel
Magess Daphnea Caer Gothwaite
Mage Yann Fort Gwyntell

Theurgist

Mistress Edolie Caer Diogel
Master Rodger Caer Gothwaite
Master Wilmer Fort Gwyntell

Wizard

Master Xavier Caer Diogel
Mistress Gwenda Caer Gothwaite
Mistress Daillynn Fort Gwyntell

Crafting Areas

Alchemy Table

Anniogel
Fort Gwyntell
Gothwaite Harbor
Wearyall Village
Caer Diogel

Forge

Anniogel
Fort Gwyntell
Gothwaite Harbor
Wearyall Village
Caer Diogel

Lathe

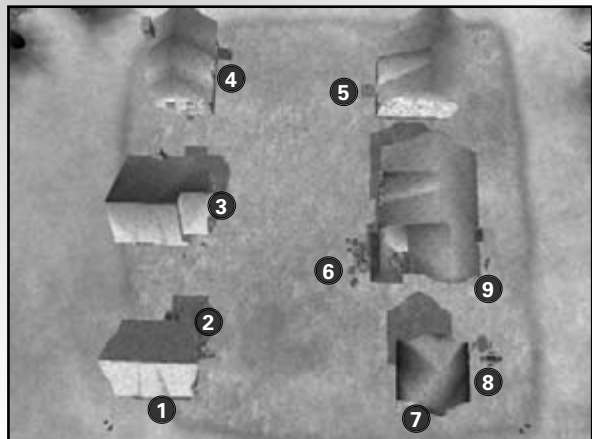
Anniogel
Fort Gwyntell
Gothwaite Harbor
Wearyall Village
Caer Diogel

Avalon Master Quest Locator

QUESTS

Name	Level	Starting NPC	Starting Town/Zone	Classes
Inconnu Poison	1	Trainers	Caer Gothwaite/Isle of Glass	Mages, Elementalists, Disciples
Cellar Infestation	1	Trainers	Caer Gothwaite/Isle of Glass	Fighters, Rogues, Acolytes
The Lost Potion	2	Trainers	Caer Gothwaite/Isle of Glass	Mages, Elementalists, Disciples
Disturbing Illness	2	Trainers	Caer Gothwaite/Isle of Glass	Fighters, Rogues, Acolytes
Souls of the Dead	3	Trainers	Caer Gothwaite/Isle of Glass	Mages, Elementalists, Disciples
Soul Hunt	3	Trainers	Caer Gothwaite/Isle of Glass	Fighters, Rogues, Acolytes
Guild Introduction	4	Trainers	Caer Gothwaite/Isle of Glass	Mages
Guild Introduction	4	Trainers	Caer Gothwaite/Isle of Glass	Elementalists
Guild Introduction	4	Trainers	Caer Gothwaite/Isle of Glass	Acolytes
Guild Introduction	4	Trainers	Caer Gothwaite/Isle of Glass	Fighter
Guild Introduction	4	Trainers	Caer Gothwaite/Isle of Glass	Rogue
Guild Introduction	4	Trainers	Caer Gothwaite/Isle of Glass	Disciples
Academy Research	7	Trainers	Caer Gothwaite/Isle of Glass	Wizard, Sorcerer, Minstrel
The Lost Stone	7	Trainers	Caer Gothwaite/Isle of Glass	Armsmen, Scouts, Friars, Theurgists
Strange Beings	7	Trainers	Caer Gothwaite/Isle of Glass	Cabalist, Mercenary, Infiltrator, Necromancer, Reaver
Death's Saving Grace	7	Trainers	Caer Gothwaite/Isle of Glass	Cleric, Paladin
Soul of the Academy	11	Trainers	Caer Gothwaite/Isle of Glass	Wizard, Sorcerer, Minstrel
Defenders' Orders	11	Trainers	Caer Gothwaite/Isle of Glass	Armsmen, Scouts, Friars, Theurgists
Haunted Messages	11	Trainers	Caer Gothwaite/Isle of Glass	Cleric, Paladin
Shades and Shadows	11	Trainers	Caer Gothwaite/Isle of Glass	Cabalist, Mercenary, Infiltrator, Necromancer, Reaver
Information	12	General Wystan	Caer Gothwaite/Isle of Glass	All classes
Trickery	12	Dory	Caer Gothwaite/Isle of Glass	All classes (You can only receive this if you're doing Information Quest)
Drakoran Watchers	14	Frederik Rolby	Gothwaite Harbor/Isle of Glass	All classes
Uncle Thulin	25	Achae Smith	Fort Gwyntell/Dales of Devwy	All classes
Failing Magic	26	Lady Eilwen	Caer Gothwaite/Isle of Glass	All classes
Under Attack	31	Frederik Rolby or Kimmy Glaze	Caer Gothwaite/Isle of Glass (Frederik) or Anniogel/Isle of Glass (Kimmy)	All classes
Reports	33	Mistress Eveleen	Caer Gothwaite/Isle of Glass	All classes
Spirits of the Orchard	36	Madilen Angelsey	Wearyall Village/Avalon Isle	All classes
Zombies, Ghosts, and Necromancers	40	Bartholomew Swett or Juliana Grym	Haunted houses northwest of Fort Gwyntell/Dales of Devwy	All classes (Players can only get this quest once)
Voices of the Dead	42	Marden	Wearyall Village/Avalon Isle	All classes
Free the Rogue!	46	Arden	Caer Diogel/Aldland	All classes
Lost Treasure	49	Ariette	Woods behind Ft. Gwyntell/Dales of Devwy	All classes
Restoring the Magic	50	Lady Lurlei	Caer Gothwaite/Isle of Glass	All classes
Ogre's Might	50	Master Xavier	Caer Diogel/Aldland	All classes

Anniogel (Zone: Isle of Glass)



Name	Description
Alia Kenton	Crafting Merchant
Sergeant Denysea (Wanders)	Guard
Alchemy Table	—
Forge	—

Name	Description
Abigail Dylan	Slashing, Thrusting, Crushing, 2-Handed, and Polearm Merchant
Guardian Emily	Guard
Julienne Danior	Robes, Quilted, Leather, Studded, and Boned Merchant
Sydelle Ranald	Scaled, Plate, Chain, and Mail Merchant



Name	Description
Dyemaster	Dye Merchant
Elaria Difner	
Eddian Pader	Crafting Merchant
Kate Meirene	Dye Merchant
Kimmy Glaze	Bow, Arrow, and Shield Merchant
Meadow Williams	Crafting Merchant
Treena	Recharger
Lathe	—



Name	Description
Edward Humphrey	Smith
Timothy Hatchett	Poison Merchant
Vance Calloway	Mithril Armor Merchant



Name	Description
Enchanter Slone	Enchanter
Howard the Crier	Town Crier
Kaere	Townsperson
Lady Treva Evasca	Townsperson
Lieutenant Arella (Wanders)	Guard

Dark Age of Camelot™ Shrouded Isles™



Name	Description
Ariadne Thomason	Quilted, Staff, and Instrument Merchant
Denys Thomason	Studded, Boned, and Lamellar Merchant
James Yoryk	Focus Staff Merchant



Name	Description
Lieutenant Meurig	Guard
(Wanders)	
Lililah	Healer



Name	Description
Gisela Andonly	Slashing, Thrusting, Crushing, 2-Handed, and Polearm Merchant
Reade Summers	Leather Merchant



Name	Description
Toby Keeler	Stable Master

Quests

Name	Level	Starting NPC	Class
Under Attack	31	Kimmy Glaze	All classes

Anniogel, Complete NPC List



MERCHANTS

Name	Merchant Type	Item Types	Location
Abigail Dylan	Weapon	Slashing, Thrusting, Crushing, 2-Handed, Polearm	1
Alia Kenton	Crafting	Armor, Tailoring, and Weapon Crafting Supplies	2
Ariadne Thomason	Armor	Quilted, Robes, Cloaks, Staves, Shod Staves, Quarterstaves, Shod Quarterstaves, Flutes, Lutes, and Drums	6
Denys Thomason	Armor	Studded, Boned, Lamellar	6
Dyemaster Elaria Difner	Dye	Cloth Dye, Leather Dye, Metal Enamel	3
Eddian Peadar	Crafting	Alchemy Supplies	3
Gisela Andonly	Weapon	Slashing, Thrusting, Crushing, 2-Handed, Polearm	7
James Yoryk	Weapon	Wizard, Theurgist, Sorcerer, Cabalist, and Necromancer Focus Staves	6
Julienne Danior	Armor	Roman, Cymric, and Siluric Leather, Mithril Studded and Boned, Robes, and Quilted	1
Kate Meirene	Dye	Cloth Dye, Leather Dye, Metal Enamel	3
Kimmy Glaze	Arrow	Bows, Arrows, Bolts, and Shields	3
Meadow Williams	Crafting Merchant	Fletching, Spellcrafting, Armor, Tailoring, and Weapon Crafting Supplies	3
Reade Summers	Armor	Roman, Cymric, and Siluric Leather	7
Sydelle Ranald	Armor	Scaled, Plate, Chain, and Mail	1
Timothy Hatchett	Poison	Poisons	4
Vance Calloway	Armor	Mithril Scaled, Plate, and Chain	4

SERVICES

Name	Service Type	Location
Edward Humphrey	Smith	4
Enchanter Slone	Enchanter	5
Howard the Crier	Town Crier	5
Lililah	Healer	8
Treena	Recharger	3

NPCs

Name	Location
Guardian Emily	1
Kaere	5
Lady Treva Evasca	5
Lieutenant Arella	5
Lieutenant Meurig	8
Sergeant Denyse	2

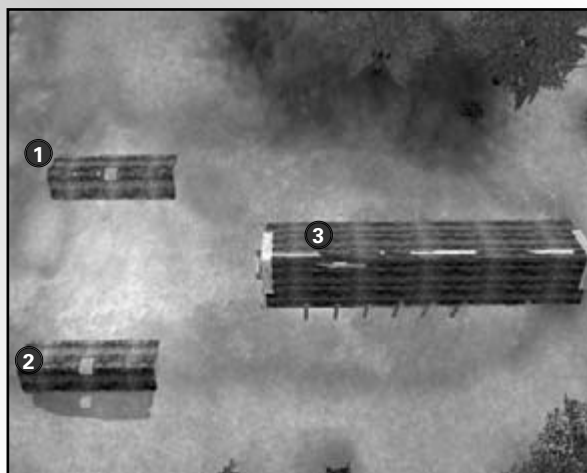
STABLES

Stable Master	Ticket Destinations	Location
Toby Keeler	Caer Diogel, Caer Gothwaite, Ft. Gwyntell	9

CRAFTING AREAS

Crafting Area	Location
Alchemy Table	2
Forge	2
Lathe	3

Little Haven (Zone: Caldey)



NOTE

Little Haven is a Faction town. The inhabitants of this town can be either neutral or aggressive to you, depending on your Faction with them.



Name	Description
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Huidelon Cariston	Townsperson
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Name	Description
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Rose	Townsperson
Tristam Adamson	Townsperson



Name	Description
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Clan Bard	Townsperson
Clan Fletcher	Bow and Arrow Merchant
Clan Follower	Enchanter
Clan Healer	Healer
Clan Maiden	Shield Merchant
Clan Maiden	Instrument Merchant
Clan Maiden	Mithril Scaled and Plate Merchant
Clan Matron	Townsperson
Clan Smith	Smith
Clan Tailor	Leather Merchant
Clan Tradesman	Mithril, 2-Handed, and Polearm Merchant
Waleron Douglas	Townsperson

Little Haven, Complete NPC List



NPCs

Name	Location
Clan Bard	3
Clan Matron	3
Huidelon Cariston	1
Rose	2
Tristram Adamson	2
Waleron Douglas	3

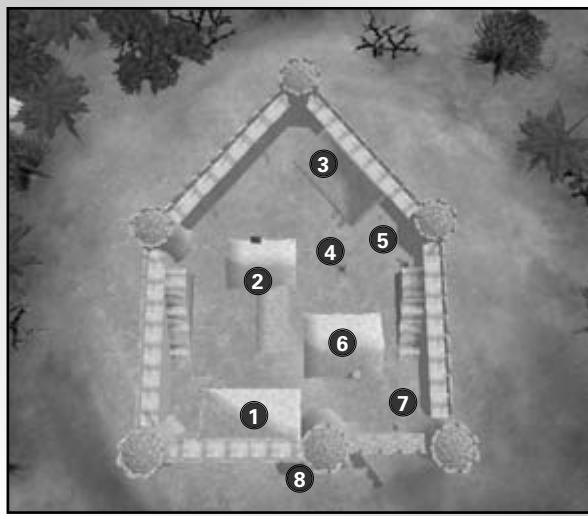
Caer Diogel (Zone: Aldland)

MERCHANTS

Name	Merchant Type	Item Types	Location
Clan Fletcher	Weapon	Bows and Arrows	3
Clan Maiden	Weapon	Mithril Shields	3
Clan Maiden	Instrument	Flutes, Lutes, and Drums	3
Clan Maiden	Armor	Mithril Scaled and Plate	3
Clan Tailor	Armor	Roman, Cymric, and Siluric Leather	3
Clan Tradesman	Weapon	Mithril 2-Handed and Polearm	3

SERVICES

Name	Service Type	Location
Clan Follower	Enchanter	3
Clan Healer	Healer	3
Clan Smith	Smith	3



Avalon Cities



Name	Description
Magess Caryl	Sorcerer Trainer
Magus Zalman	Cabalist Trainer
Master Xavier	Wizard Trainer
Mistress Edolie	Theurgist Trainer



Name	Description
Captain Denholm	Guard
Captain Izabeth	Armsman Trainer
Jacob Rogers	Smith
Master Neale	Infiltrator Trainer
Oleria	Reaver Trainer
Rethen	Mercenary Trainer
Taquin	Necromancer Trainer



Name	Description
Anghared Spellsinger	Townsperson
Isabel	Crafting Merchant
Josephine	Poison Merchant
Kumar	Arrows, Bolts, Crossbow, and Shield Merchant
Maud Warblade	Townsperson
Robert	Leather, Studded, Boned, Quilted Merchant
Tesia	Polearm, Staff, and Bow Merchant
Alchemy Table	—



Name	Description
Father Vernon	Cleric Trainer
Lady Katherine	Paladin Trainer
Lieutenant Platon	Scout Trainer
Mistress Maitane	Minstrel Trainer
Nash	Healer
Sister Gloria	Friar Trainer

Dark Age of Camelot™ Shrouded Isles™



Name	Description
Arden	Instrument Merchant
Bridget Forge	Crafting Merchant
Jes Markley	Crafting Merchant
Michael Thornbriar	Crafting Merchant
Forge	—
Lathe	—



Name	Description
Alicia	Mithril Armor and Weapon Merchant
Enchanter Quiterie	Enchanter
Jessica	Focus Staff Merchant
Lyail Marnon	Vault Keeper
Saaliha Adille	Recharger
Stephanie the Crier	Town Crier



Name	Description
Dyemaster Clarrie	Leather Dye and Metal Enamel Merchant
Dyemaster Breanna	Leather and Cloth Dye Merchant



Name	Description
Cleavon Smythe	Stable Master

Quests

Name	Level	Starting NPC	Class
Free the Rogue!	46	Arden	All classes
Ogre's Might	50	Master Xavier	All classes

Caer Diogel, Complete NPC List



MERCHANTS

Name	Merchant Type	Item Types	Location
Alicia	Armor	Mithril Scaled, Plate, and Chain, Flexible, and Mithril Crushing, Thrusting, Slashing, and 2-Handed	6
Arden	Instrument	Flutes and Drums	5
Bridget Forge	Crafting	Fletching, Spellcrafting, Armor, Tailoring, and Weapon Crafting Supplies	5
Dyemaster Breanna	Dye	Leather Dye and Cloth Dye	7
Dyemaster Clarrie	Dye	Leather Dye and Metal Enamel	7
Isabel	Crafting	Alchemy Supplies	3
Jes Markley	Crafting	Weapon, Tailoring, and Armor Crafting Supplies	5
Josephine	Poison	Poisons	3
Jessica	Weapon	Theurgist, Wizard, Sorcerer, Cabalist Focus Staves	6
Kumar	Arrow	Arrows, Bolts, Crossbow, and Shields	3
Michael Thornbriar	Crafting	Alchemy Supplies	5
Robert	Armor	Leather, Studded, Boned, and Quilted	3
Tesia	Weapon	Polearms, Staves, and Bows	3

TRAINERS

Name	Trainer Type	Locations
Captain Izabeth	Armsman	2
Father Vernon	Cleric	4
Lady Katherine	Paladin	4
Lieutenant Platon	Scout	4
Magess Caryl	Sorcerer	1
Magus Zalman	Cabalist	1
Master Neale	Infiltrator	2
Master Xavier	Wizard	1
Mistress Edolie	Theurgist	1
Mistress Maitane	Minstrel	4
Oleria	Reaver	2
Rethen	Mercenary	2
Sister Gloria	Friar	4
Taquin	Necromancer	2

SERVICES

Name	Service Type	Location
Enchanter Quiterie	Enchanter	6
Jacob Rogers	Smith	2
Lyail Marnon	Vault Keeper	6
Nash	Healer	4
Saaliha Adille	Recharger	6
Stephanie the Crier	Town Crier	6

NPCs

Name	Location
Anghared Spellsinger	3
Captain Denholm	2
Maud Warblade	3

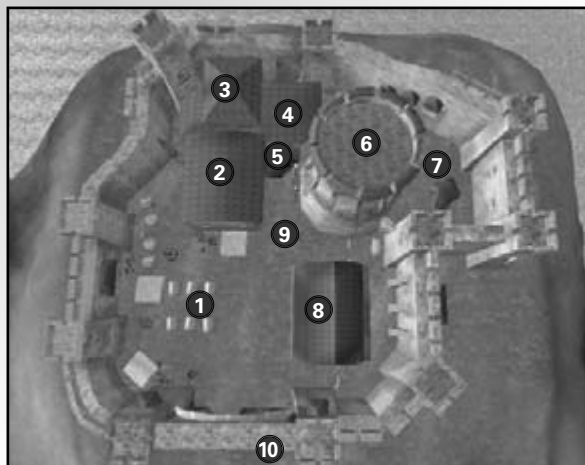
STABLES

Stable Master	Ticket Destinations	Location
Cleavon Smythe	Anniogel, Caer Gothwaite	8

CRAFTING AREAS

Crafting Area	Location
Alchemy Table	3
Forge	5
Lathe	5

Caer Gothwaite (Zone: Isle of Glass)



Name	Description
Captain Herly	Armsman Trainer
Faris Ohrman	Boned, Chain, and Mail Merchant
Lieutenant Newster	Scout Trainer
Master Beamen	Elementalist Trainer
Mistress Laws	Fighter Trainer



Name	Description
Enchanter Marea	Enchanter
Lady Grace	Name Registrar
Lord George Mincer	Vault Keeper
Lord Jason Averill	Guild Emblemeer
Lord Michael	Guild Registrar
Miles Ramsay	Recharger



Name	Description
Magess Daphnea	Sorcerer Trainer
Master Hawke	Minstrel Trainer
Master Rodger	Theurgist Trainer
Mistress Gwenda	Wizard Trainer
Sister Evangeline	Friar Trainer



Name	Description
Elaru	Infiltrator Trainer
Magess Sharifa	Cabalist Trainer
Master Rhinear	Mercenary Trainer



Name	Description
Brother Obster	Townsperson
Delores	Acolyte Trainer
Father Kenelm	Cleric Trainer
Lady Eve	Paladin Trainer

Dark Age of Camelot™ Shrouded Isles™



Name	Description
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Dory	Townsperson
General Wystan	Townsperson
Mistress Etheldreda	Townsperson
Mistress Eveleen	Townsperson



Name	Description
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Carys	Necromancer Trainer
Dalvay	Townsperson
Melarlian	Reaver Trainer
Narah	Disciple Trainer
Tage	Townsperson



Name	Description
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Adam Glaze	Shield Merchant
Armorer Gamila	Townsperson
Kaitlyn Montgomery	2-Handed, Polearm, and Flexible Weapon Merchant
Kennard Jameson	Stable Master
Master Reginald	Rogue Trainer



Name	Description
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Magess Gwenllian	Mage Trainer
Sister Genette Ashlan	Healer
Tomas the Crier	Town Crier



Name Description

Kennard Jameson Stable Master

Quests

Name	Level	Starting NPC	Class
Inconnu Poison	1	Trainers	Mages, Elementalist, Disciples
Cellar Infestation	1	Trainers	Fighters, Rogues, Acolytes
The Lost Potion	2	Trainers	Mages, Elementalist, Disciples
Disturbing Illness	2	Trainers	Fighters, Rogues, Acolytes
Souls of the Dead	3	Trainers	Mages, Elementalist, Disciples
Soul Hunt	3	Trainers	Fighters, Rogues, Acolytes
Guild Introduction	4	Trainers	Mages
Guild Introduction	4	Trainers	Elementalist
Guild Introduction	4	Trainers	Acolytes
Guild Introduction	4	Trainers	Fighter
Guild Introduction	4	Trainers	Rogue
Guild Introduction	4	Trainers	Disciples
Academy Research	7	Trainers	Wizard, Sorcerer, Minstrel
The Lost Stone	7	Trainers	Armstrongs, Scouts, Friars, Theurgists
Strange Beings	7	Trainers	Cabalist, Mercenary, Infiltrator, Necromancer, Reaver
Death's Saving Grace	7	Trainers	Cleric, Paladin
Soul of the Academy	11	Trainers	Wizard, Sorcerer, Minstrel
Defenders' Orders	11	Trainers	Armstrongs, Scouts, Friars, Theurgists
Haunted Messages	11	Trainers	Cleric, Paladin
Shades and Shadows	11	Trainers	Cabalist, Mercenary, Infiltrator, Necromancer, Reaver
Information	12	General Wystan	All classes
Trickery	12	Dory	All classes (can only be received if doing Information Quest)
Failing Magic	26	Lady Eilwen	All classes
Under Attack	31	Frederik Rolby	All classes
Reports	33	Mistress Eveleen	All classes
Restoring the Magic	50	Lady Lurlei	All classes

Dark of Camelot™ Shrouded Isles™

Caer Gothwaite, Complete NPC List



MERCHANTS

Name	Merchant Type	Item Types	Location
Adam Glaze	Shield	Shields	8
Faris Ohrman	Armor	Boned, Chain, and Mail	1
Kaitlyn Montgomery	Weapon	2-Handed, Polearm, and Flexible	8

TRAINERS

Name	Trainer Type	Location
Captain Herly	Armsman	1
Carys	Necromancer	6
Delores	Acolyte	5
Elaru	Infiltrator	4
Father Kenelm	Cleric	5
Lady Eve	Paladin	5
Lieutenant Newster	Scout	1
Magess Daphnea	Sorcerer	3
Magess Gwenllian	Mage	9
Magess Sharifa	Cabalist	4
Master Beamen	Elementalist	1
Master Hawke	Minstrel	3
Master Reginald	Rogue	8

Master Rhinear	Mercenary	4
Master Rodger	Theurgist	3
Melarlian	Reaver	7
Mistress Gwenda	Wizard	3
Mistress Laws	Fighter	1
Narah	Disciple	6
Sister Evangeline	Fiar	3

SERVICES

Name	Service Type	Location
Enchanter Marea	Enchanter	2
Lady Grace	Name Registrar	2
Lord George Mincer	Vault Keeper	2
Lord Jason Averill	Guild Emblemeer	2
Lord Michael	Guild Registrar	2
Miles Ramsay	Recharger	2
Sister Genette Ashlan	Healer	9
Tomas the Crier	Town Crier	9

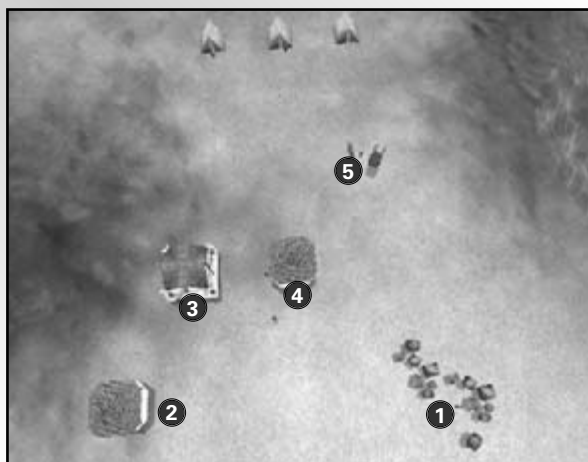
NPCs

Name	Location
Armorer Gamila	8
Brother Obster	5
Dalvay	7
Dory	7
General Wystan	6
Guardian Analia	10
Mistress Etheldreda	6
Mistress Eveleen	6
Tage	7

STABLES

Stable Master	Ticket Destinations	Location
Kennard Jameson	Caer Diogel, Caifelle, Ft.Gwynntell, Wearyall Village	8

Caifelle (Zone: Isle of Glass)



Name	Description
Ely	Townsperson



Name	Description
Alice Mothley	Healer
Marissa Fletchet	Bow, Arrow, and Crossbow Merchant



Name	Description
Gavon Montgomery	Plate Merchant
Nia Loaman	Studded and Chain Merchant

Dark Age of Camelot™ Shrouded Isles™

Caifelle, Complete NPC List



Name Description

Corlissa Marlon	Smith
Eafa Thatcher	Dye Merchant



MERCHANTS

Name	Merchant Type	Item Types	Location
Eafa Thatcher	Dye	Cloth Dye	4
Gavon Montgomery	Armor	Scaled and Plate	3
Marissa Fletcher	Arrow	Bows, Arrows, and Crossbows	2
Nia Loaman	Armor	Studded and Mail	3

SERVICES

Name	Service Type	Location
Alice Mothley	Healer	2
Corlissa Marlon	Smith	4

NPCs

Name	Location
Captain Hemrick (Wanders)	5
Ely	1

STABLES

Stable Master	Ticket Destinations	Location
Aylmer Colman	Caer Gothwaite, Wearyall Village	5



Name Description

Aylmer Colman	Stable Master
Captain Hemrick	Guard

Clifton (Zone: Gwyddneau)

NOTE

Clifton is a Faction town. The inhabitants of this town can be either neutral or aggressive to you, depending on your Faction with them.



Name	Description
Zarassa	Mithril Crushing, Thrusting, Slashing, 2-Handed, and Polearm Merchant



Name	Description
Natana Alcael	Mithril Studded and Boned Merchant
Cnieda	Townsperson
Arvida	Townsperson



Name	Description
Leolith	Bow and Arrows Merchant

Clifton, Complete NPC List



Name	Description
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Raemilla	Slashing Merchant
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Kendris (Wanders)	Slashing Merchant
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MERCHANTS

Name	Merchant Type	Item Types	Location
Eviloren	Weapon	Slashing	5
Kendris	Weapon	Slashing	4
Leolith	Weapon	Arrows and Bows	3
Natana Alcael	Armor	Mithril Studded and Boned	2
Raemilla	Weapon	Slashing	4
Zarassa	Weapons	Mithril Crushing, Thrusting, Slashing, 2-Handed, Polearm	1

NPC

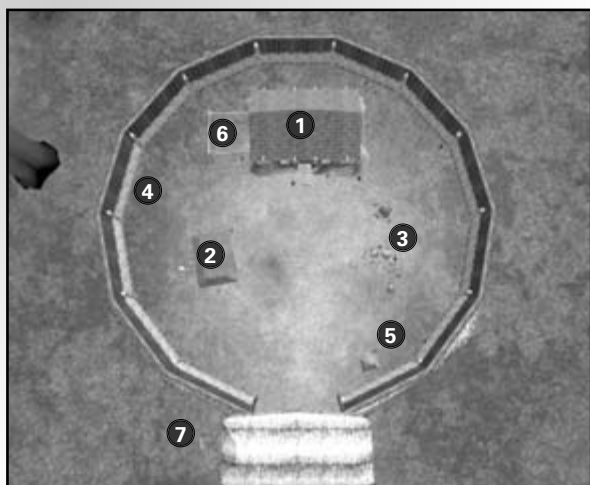
Name	Location
Arvida	2
Cnieda	2



Name	Description
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Eviloren	Slashing Merchant
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Fort Gwyntell (Zone: Dales of Devwy)



Name	Description
Aediberg Brewer	Slashing, Thrusting, Flexible, and Polearm Merchant
Gracion Adamson	Name Registrar
Ifor Wade	Recharger
Lieutenant Larch	Scout Trainer
Lord Quinton	Paladin Trainer
Lynley Farseeker	Townsperson
Mage Yann	Sorcerer Trainer
Magess Bahija	Cabalist Trainer
Major Fenn	Townsperson
Master Wilmer	Theurgist Trainer
Mistress Daillynn	Wizard Trainer
Nafira	Infiltrator Trainer
Orone	Townsperson
Petrus Aitken	Alchemy Supplies Merchant
Ridley	Focus Staff Merchant
Sister Finella	Cleric Trainer

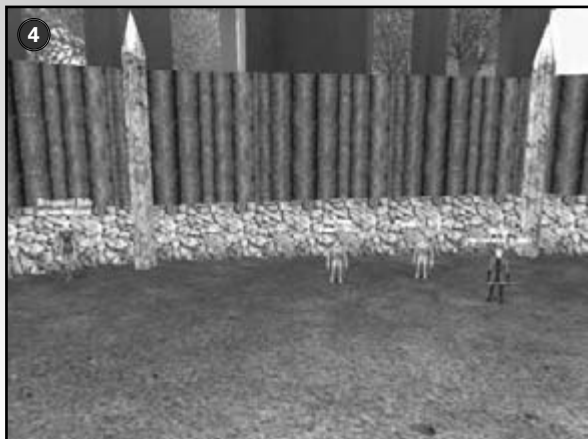


Name	Description
Brother Upton	Friar Trainer
Enchanter Kahlid	Enchanter
Master Olin	Minstrel Trainer
Sebbi Brookshire	Dye Merchant
Wenthlian Sy'Lian	Townsperson
Alchemy Table	—

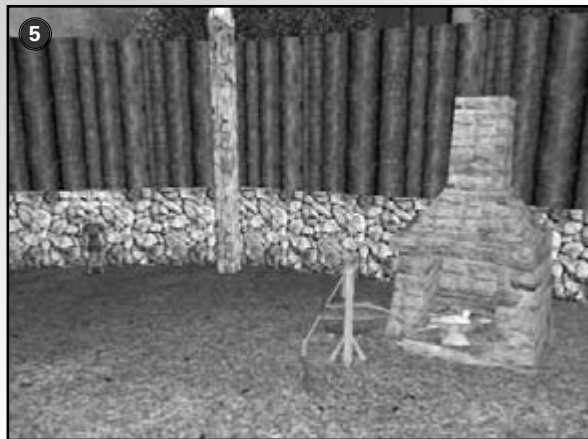
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Name	Description
Josephina Stokes	Crafting Merchant
Mazzy	Healer
Marc Stokes	Crafting Merchant
Mistress Jumaana	Mercenary Trainer
Wiliamiena Stokes	Crafting Merchant
Lathe	—



Name	Description
Bregusuid Dale	Scaled, Plate, Chain, Studded, Lamellar, Leather, and Cloth Merchant
Hylia	Necromancer Trainer
Maranen	Reaver Trainer
Priest of Arawn	Townsperson



Name	Description
Tondbert Brewer	Bow, Arrow, Bolt, and Instrument Merchant
Forge	—



Name	Description
Achae Smith	Dye Merchant
Aelbfled Smith	Poison Merchant
Eabae Dale	Mithril Weapons, Shields, 2-Handed, and Crushing Merchant
Captain Sutton	Armsman Trainer



Name Description

Erik the Crier	Town Crier
Jasper Shiryinn	Stable Master

Quests

Name	Level	Starting NPC	Class
Uncle Thulin	25	Achae Smith	All classes
Zombies, Ghosts, and Necromancers	40	Bartholomew Swett or Juliana Grym (located in the haunted houses northwest of Fort Gwyntell)	All classes (players can only get one of these quests)
Lost Treasure	49	Ariette (located in the woods behind Ft. Gwyntell)	All classes

Fort Gwyntell, Complete NPC List



MERCHANTS

Name	Merchant Type	Item Types	Location
Achae Smith	Dye	Cloth Dye, Leather Dye, and Metal Enamel	6
Aediberg Brewer	Weapon	Slashing, Thrusting, Flexible, and Polearm	1
Aelbfled Smith	Poison	Poisons	6
Bregusuid Dale	Armor	Roman, Cymric, and Siluric Leather, Mithril Scaled, Plate, and Chain, Lamellar and Quilted Armor, Robes	4
Eabae Dale	Weapon	Mithril Weapons, Shields, 2-Handed and Crushing	6
Josephina Stokes	Crafting	Alchemy Supplies	3
Marc Stokes	Crafting	Spellcrafting, Fletching, Armor, Tailoring, and Weapon Crafting Supplies	3
Petrus Aitken	Crafting	Alchemy Supplies	1
Ridley	Weapon	Wizard, Theurgist, Sorcerer, Cabalist, and Necromancer Focus Staves	1
Sebbi Brookshire	Dye	Cloth Dye, Leather Dye, and Metal Enamel	2
Tondbert Brewer	Weapon	Bows, Arrows, Bolts, and Flutes, Lutes, and Drums	5
Williamiena Stokes	Crafting	Armor, Tailoring, and Weapon Crafting Supplies	3

TRAINERS

Name	Trainer Type	Location
Brother Upton	Fiar	2
Captain Sutton	Armsman	6
Hylia	Necromancer	4
Lieutenant Larch	Scout	1
Lord Quinton	Paladin	1
Mage Yann	Sorcerer	1
Magess Bahija	Cabalist	1
Maranen	Reaver	4
Master Olin	Minstrel	2
Master Wilmer	Theurgist	1
Mistress Daillynn	Wizard	1
Mistress Jumaana	Mercenary	3
Nafira	Infiltrator	1
Sister Finella	Cleric	3

SERVICES

Name	Service Type	Location
Enchanter Kahlid	Enchanter	2
Erik the Crier	Town Crier	7
Gracion Adamson	Name Registrar	1
Ifor Wade	Recharger	1
Mazzy	Healer	3
Paige Lovell	Vault Keeper	1
Rachel Durand	Smith	3

NPCs

Name	Location
Father Staverly	2
Lynley Farseeker	1
Major Fenn	1
Orone	1
Priest of Arawn	4
Wenthlian Sy'Lian	2

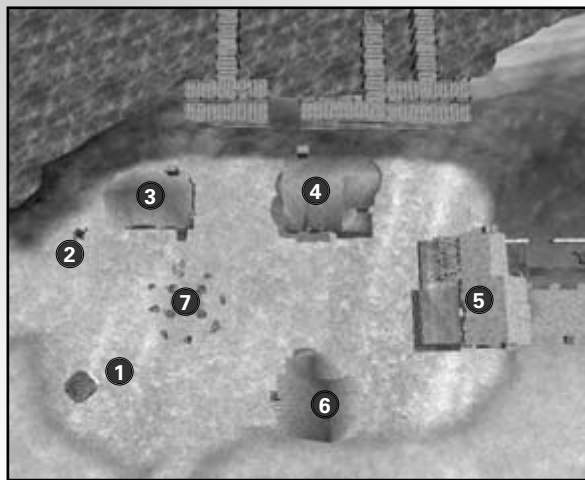
STABLES

Stable Master	Ticket Destinations	Location
Jasper Shiryinn	Caer Diogel, Caer Gothwaite, Wearyall Village	7

CRAFTING AREAS

Crafting Area	Location
Alchemy Table	2
Forge	5
Lathe	3

Gothwaite Harbor (Zone: Isle of Glass)





Name	Description
Grayson Sanion	Weaponsmith Master
Tryant Madoc	Smith



Name	Description
Jimmy Bean	Healer



Name	Description
Morgance Scott	Armorsmith Master
Tessa Ohrman	Leather and Studded Merchant
Zinia Marsen	Quilted Armor and Robe Merchant



Name	Description
Alec Marah	Fletcher Master
Burton MacDougal	Poison Merchant
Lane Wellin	Crushing, Thrusting, Slashing, and Staff Merchant
Lirele	Townsperson

Dark Age of Camelot™ Shrouded Isles™



Name	Description
Anne Marie the Crier	Town Crier
Billy Faulklier	Crafting Merchant
Bronwyn MacEgan	Tailor Master
Dyemaster Gary	Dye Merchant
Dyemaster Philip	Dye Merchant
Frederik Rolby	Townsperson
Jackalyn Gordin	Crafting Merchant
Jacques Tole	Crafting Merchant
Susan Gussier	Instrument Merchant
Ylaine Barrett	Crafting Merchant
Alchemy Table	—
Forge	—
Lathe	—



Name	Description
Calder Oswald	Arrow, Bow, Crossbow, Slashing, and Crushing Merchant
Jane Knobs	Focus Staff Merchant
Mirelle Edmunds	Alchemist Master
Simone Innes	Plate Merchant
Stephen Cathal	Spellcrafter Master



Name	Description
Master Aslin	Portal Scroll Merchant
Portal to Avalon Marsh	—

Quests

Name	Level	Starting NPC	Class
Drakoran Watchers	14	Frederik Rolby	All classes

Gothwaite Harbor, Complete NPC List



MERCHANTS

Name	Merchant Type	Item Types	Location
Billy Faulklier	Crafting	Alchemy Supplies	5
Burton MacDougal	Poison	Poisons	4
Calder Oswald	Weapon	Bows, Arrows, Bolts, and Crossbows	6
Dyemaster Gary	Dye	Cloth Dye, Leather Dye, and Metal Enamel	5
Dyemaster Philip	Dye	Cloth Dye, Leather Dye, and Metal Enamel	5
Jackalyn Gordin	Merchant	Spellcrafting, Fletching, Armor, Tailoring, and Weapon Crafting Supplies	5
Jacques Tole	Merchant	Weapon, Tailoring, and Armor Crafting Supplies	5
Jane Knobs	Weapon	Wizard, Theurgist, Sorcerer, Cabalist, and Necromancer Focus Staves	6
Lane Wellin	Weapon	Crushing, Thrusting, Slashing, and Staves	4
Simone Innes	Armor	Scaled and Plate	6
Susan Gussier	Instrument	Flutes and Drums	5
Tessa Ohrman	Armor	Roman, Cymric, Siluric Leather and Lamellar and Studded	3
Ylaine Barrett	Merchant	Alchemy Supplies	5
Zinia Marsen	Armor	Quilted, Cloaks, and Robes	3

SERVICES

Name	Service Type	Location
Anne Marie the Crier	Town Crier	5
Jimmy Bean	Healer	2
Tryant Madoc	Smith	1

CRAFTERS

Name	Craft Type	Location
Alec Marah	Fletcher Master	4
Bronwyn MacEgan	Tailor Master	5
Grayson Sanion	Weaponsmith Master	1
Mirelle Edmunds	Alchemist master	6
Morgan Scott	Armorsmith Master	3
Stephen Cathal	Spellcrafting Master	6

NPCs

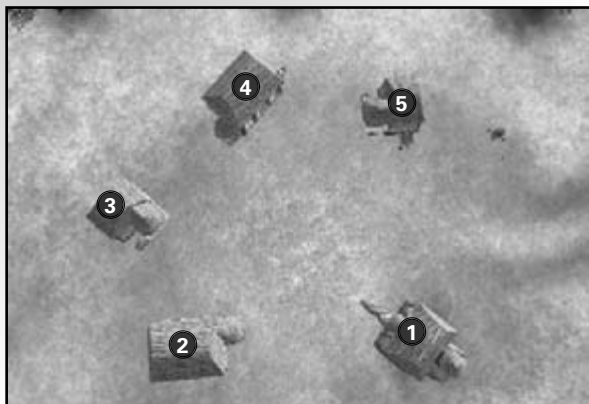
Name	Location
Frederik Rolby	5
Lirele	4

CRAFTING AREAS

Crafting Area	Location
Alchemy Table	5
Forge	5
Lathe	5

Dark of Camelot™ Shrouded Isles™

Wearyall Village (Zone: Avalon Isle)



Name	Description
------	-------------

Augebert	Guard
Brother Kenton	Healer
Hild Armstrong	Townsperson
Joella Bernard	Vault Keeper
Madilen Anglesey	Townsperson
Marden	Townsperson
Nikole the Crier	Town Crier
Zilah Hani	Recharger



Name	Description
------	-------------

Elyn Badam	Townsperson
Gwellian Su'Lan'Ki	Townsperson
Lord Bryan Grey	Townsperson
Offa Lumley	Plate, Lamellar, Chain, and Mithral Merchant
Peada Robson	Healer
Torctgyd Brookshire	Chain and Studded Merchant



Name	Description
------	-------------

Jolis (Wanders)	Guard
Karayan	Townsperson
Maybella Afton	Instrument Merchant
Silana Pierson	Poison Merchant
Thaddius Kelley	Slashing, Thrusting, Crushing, Polearm, and Shield Merchant



Name	Description
Annete Howell	Crafting Merchant
Collin Rowland	Stable Master
Cynwise Thatcher	Dye Merchant
Jon Blake	Crafting Merchant
Lunet Walker	Chain, Lamellar, Scaled, and Plate Merchant
Nicia	Bow and Arrow Merchant
Penda Thatcher	Staff, Robe, and Quilted Merchant
Stable Boy Absolon	Townsperson
Yffi Thatcher	Leather and Studded Merchant
Ysbaddaden	Focus Staff Merchant
Alchemy Table	—



Name	Description
Alfu Rolby	Crafting Merchant
Brishene	Townsperson
Cearl Smith	Smith
Constance Fiara	Crafting Merchant
Ned Twarley	Healer
Forge	—
Lathe	—

Quests

Name	Level	Starting NPC	Class
Spirits of the Orchard	36	Madilen Anglesey	All classes
Voices of the Dead	42	Marden	All classes

Wearyall Village, Complete NPC List



SERVICES

Name	Service Type	Location
Brother Kenton	Healer	1
Cearl Smith	Smith	5
Joella Bernard	Vault Keeper	1
Ned Twarley	Healer	5
Nikole the Crier	Town Crier	1
Peada Robson	Healer	2
Zilah Hani	Recharger	1

Dark of Camelot™ Shrouded Isles™

MERCHANTS

Name	Merchant Type	Item Types	Location
Alfu Rolby	Crafting	Armor, Tailoring, and Weapon Crafting Supplies	5
Annete Howell	Crafting	Alchemy Supplies	4
Constance Fiara	Crafting	Spellcrafting, Tailoring, and Weapon Crafting Supplies	5
Cynwise Thatcher	Dye	Metal Enamel	4
Jon Blake	Crafting	Alchemy Supplies	4
Lunet Walker	Armor	Lamellar, Chain, Scaled, and Plate	4
Maybella Afton	Instrument	Flutes and Drums	3
Nicia	Weapon	Bows, Arrows, Bolts, and Crossbows	4
Offa Lumley	Armor	Mithril Plate, Chain, and Lamellar, and Mithral Weapons	2
Penda Thatcher	Weapon	Staves, Cloaks, Robes, and Quilted Armor	4
Silana Pierson	Poison Merchant	Poisons	3
Thaddius Kelley	Weapon Merchant	Thrusting, Slashing, Crushing, Polearm, and Shield	3
Torctgyd Brookshire	Armor	Mithral Chain and Studded	2
Yffi Thatcher	Armor Merchant	Cymric and Siluric Leather, Studded and Boned	4
Ysbaddaden	Weapon Merchant	Wizard, Theurgist, Sorcerer, Cabalist, and Necromancer Focus Staves	4

NPCs

Name	Location
Augebert	1
Brishene	5
Elyn Badam	2
Gwellian Su'Lan'Ki	2
Hild Armstrong	1
Jolis (Wanders)	3
Karayan	3
Lord Bryan Grey	2
Madilen Anglesey	1
Stable Boy Absolem	4

STABLES

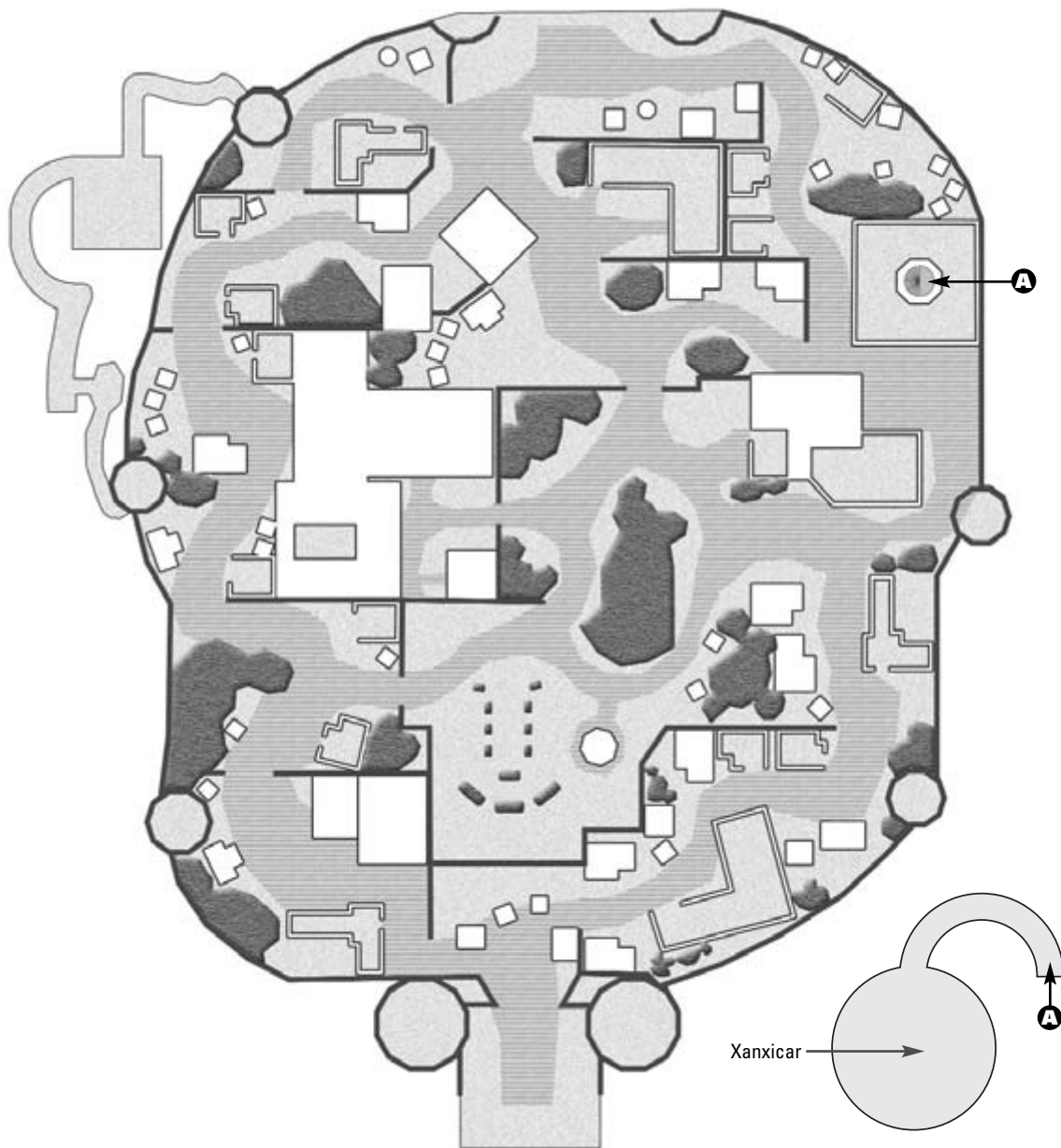
Stable Master	Ticket Destinations	Location
Collin Rowland	Caer Gothwaite, Ft. Gwyntell	4

CRAFTING AREAS

Crafting Area	Location
Alchemy Table	4
Forge	5
Lathe	5



Avalon City



AVALON CITY MONSTERS

Name	Level
Dra'argus the Mighty	68
drakoran archiator	50
drakoran guardsman	51
drakoran sneak	48–50
drau'gyn accoutre	50
drau'gyn advowee	65
drau'gyn armoured	52
drau'gyn blentolist	58
drau'gyn caddie	52
drau'gyn calciner	54
drau'gyn campaigner	60
drau'gyn courier	50
drau'gyn domesman	60
drau'gyn flamethrower	60
drau'gyn fleshewer	54
drau'gyn gaffman	58
drau'gyn herbalist	56
drau'gyn jongleur	58
drau'gyn occupier	56
drau'gyn outcrier	52
drau'gyn scribe	50
drau'gyn soldier	56
drau'gyn sphere	61
drau'gyn thruster	54
drau'gyn thruster	54
dry'ak accompanist	52
dry'ak armiger	54
dry'ak artificer	58
dry'ak avowry	65,68
dry'ak crafter	50
dry'ak doorkeeper	56
dry'ak duelist	58
dry'ak ganneker	52
dry'ak halberdier	60
dry'ak joyner	58
dry'ak lorimer	52
dry'ak lotseller	50
dry'ak occupier	54
dry'ak scrivener	54
dry'ak soldier	56
dry'ak sorcerer	60
dry'ak tranter	50

Name	Level
dry'ak venur	60
dry'ak zouave	56
dura'ek effect	0
Dura'ek the Empowered	68
panicked syhr'phint	50
starving trained guagaran	59
syhr'phint ablastor	60
syhr'phint aurifaber	52
syhr'phint caffer	50
syhr'phint caird	56
syhr'phint catchpole	56
syhr'phint catechista	60
syhr'phint crozier	54
syhr'phint dragoon	65
syhr'phint gaoler	58
syhr'phint jobber	52
syhr'phint lister	50
syhr'phint occupier	54
syhr'phint soldier	56
syhr'phint squatter	50
syhr'phint stallman	52
syhr'phint sutler	54
syhr'phint tasker	58
syhr'phint verger	58
syhr'phint veteran	60
sys'sro checker	0
Sys'sro the Ruthless	68
trained guagaran	55
Vera'erius the Brave	68
vyr'em archer	58
vyr'em bedell	54
vyr'em belhoste	50
vyr'em bloodman	58
vyr'em combatant	58
vyr'em couper	50
vyr'em couranteer	52
vyr'em dowser	61
vyr'em faber	54
vyr'em holster	54
vyr'em honored sword	65
vyr'em occupier	56

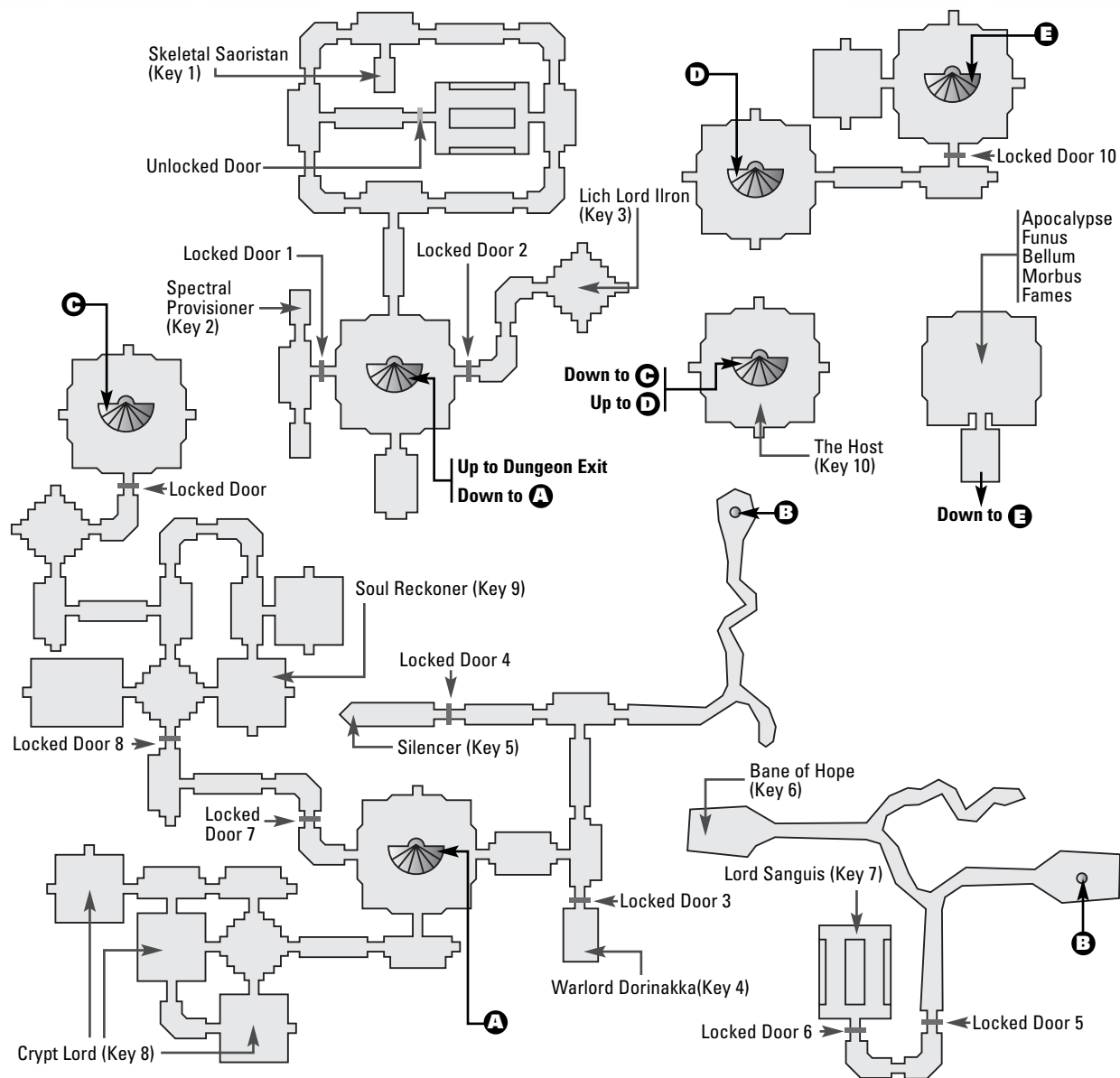
Name	Level
vyr'em ordinary	50
vyr'em ostler	52
vyr'em riftere	56
vyr'em scrimer	61
vyr'em soldier	56
vyr'em stabler	52
vyr'em sword	61
Weno'iak the Enlightened	68
wi'voron acater	50
wi'voron advisor	60
wi'voron alchemist	60
wi'voron archiller	50
wi'voron bowman	58
wi'voron bowyer	54
wi'voron cafender	52
wi'voron clerk	52
wi'voron cotiler	54
wi'voron cuirassier	65
wi'voron fletcher	54
wi'voron gynour	58
wi'voron mixer	52
wi'voron occupier	56
wi'voron prediger	56
wi'voron reeve	60
wi'voron sickleman	58
wi'voron sidesman	50
wi'voron soldier	56
wi'voron warsteed	59
xanxicarian sentry	70

CRYSTAL CAVE MONSTERS

Name	Level
Xanxicar	80
xanxicarian champion	65
xanxicarian elite	75



Caer Sidi

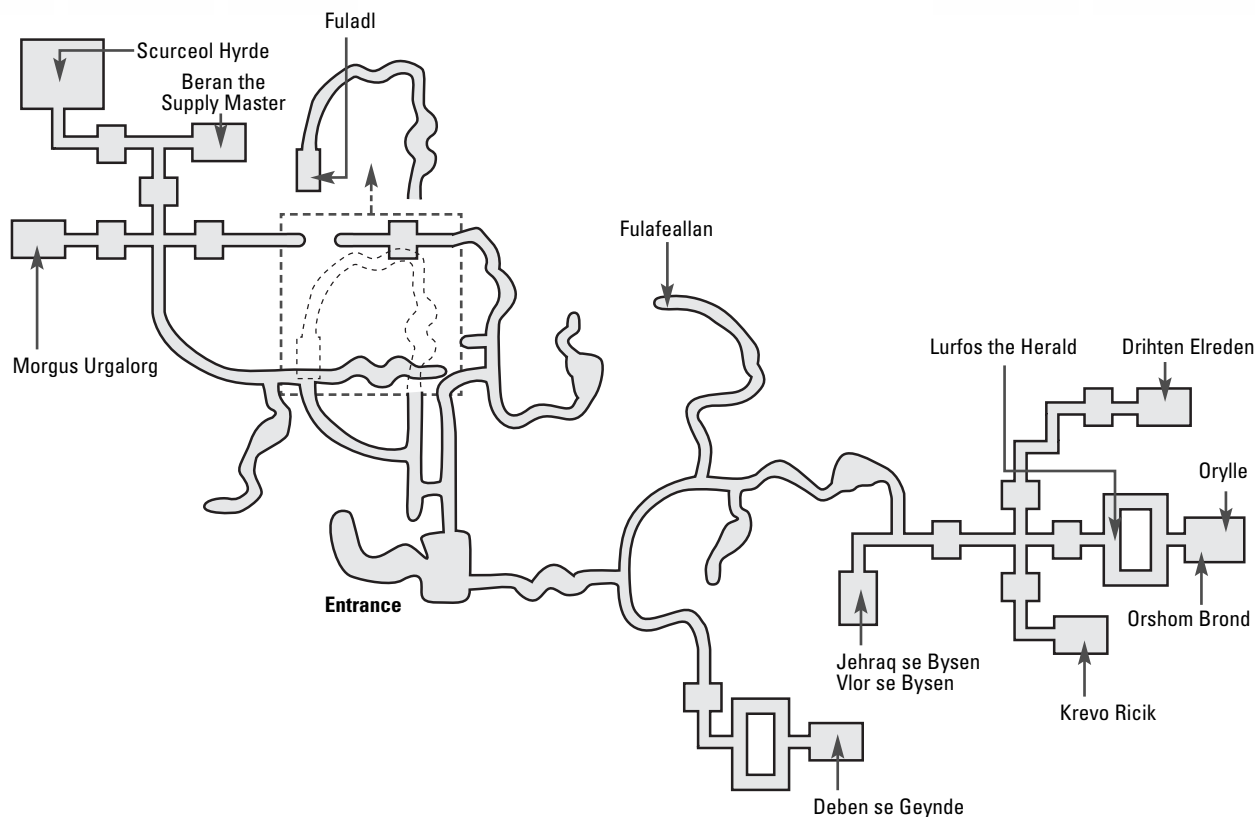


CAER SIDI MONSTERS

Name	Level
Apocalypse	87
archlich	83
ater skeleton	75
baleful visitant	79
Bane of Hope	81
Bellum	83
black revenant	79
blood mage	75
cadaverous blackguard	79
calcified manes	77
corrosive sludge	75
crusader's antithesis	79
crypt knight	77
Crypt Lord	81
cursed lacula	79
custodian	75
dark light	75
deadeye	79
decomposing fighter	75
dry remains	75
etheric residue	77
Fames	83
fate's bearer	77
fate's chosen	81
forerunner	77
Funus	83
Harbinger of Fate	75
herald of trucidation	79
Host	79
idolum	77
Lich Lord Ilron	70,79
Lich Lord Sanguis	81
lich's eye	79
Lord Sanguis	79
manifestation	75
Morbus	83
phantasm	81

Name	Level
reckoned soul	75
sanguineous mage	79
Silencer	81
Skeletal Sacristan	77
Soul Reckoner	81
Spectral Provisioner	77
swarm of morbus	75
tainted ceryx	77
tenebrious entity	75
unhallowed companion	77
war incarnate	75
Warlord Dorinakka	81

Ogre Citadel



OGRE CITADEL MONSTERS

Name	Level
Lyft Miht	81
Scurceol Hyrde	59,69,79,81,89,99
Scurceol's corpse	50
thrawn frod sceotan	60
thrawn modig beorn	57
thrawn ogre attacker	52
thrawn ogre bana	58,60,62
thrawn ogre bocere	58,60,62

thrawn ogre ceorl	50
thrawn ogre dreng	54
thrawn ogre hyrde	56
thrawn ogre miner	56
thrawn ogre sceawere	61,63,65
thrawn ogre stonemason	56

Valkyn

A prehistoric race of humanoids, the Valkyn are a domesticated splinter group of the Morvalt, the race that has taken over Aegir. The Valkyn have allied with Midgard and the troll fathers to liberate Aegir from the Morvalt.

Valkyn are hunched, lithe, muscular creatures that are tribal in nature. They follow their own set of gods, who are recognized by the Norse pantheon as long as the Valkyn aid them in their quest to eradicate the Morvalt from Aegir.



CLASSES

Class Path	Class	Commentary
Viking	Thane, Warrior, Skald, Berserker, Savage	All Vikings are adept at weapon wielding. As a Valkyn, you will make a mediocre Warrior, a good Berserker, and an excellent Savage.
Mystic	Spiritmaster, Runemaster or Bonedancer	As a Valkyn, you will make a good Bonedancer.
Rogue	Shadowblade, Hunter	As a Valkyn Rogue, you may join the houses of either Loki or Skadi. You will make a good Shadowblade or Hunter.

BEGINNING STATS

Attribute	Value
Strength	55
Constitution	45
Dexterity	65
Quickness	75
Intelligence	60
Piety	60
Empathy	60
Charisma	60



Bonedancer

Races

Kobolds/Trolls/Valkyn

Titles

5	Apprentice of Bogdar
10	Bonegatherer
15	Tribal Mystic
20	Initiate of Bogdar
25	Bonesearcher
30	Servant of Bogdar
35	Tribal Elder
40	Bonemage
45	Fervent of Bogdar
50	Tribal Leader

Skills

(Training Points: 1.0)

1	Darkness
1	Suppression
5	Bone Lore

Abilities

1	Staves
1	Cloth Armor
1	Sprint
1	Darkness, Darkness Spec.
1	Suppression, Suppression Spec.
5	Bone Army, Bone Army Spec.

The Bonedancer is a pet caster native to Midgard, who worships Bogdar, the ancient Valkyn god of the dead. To further Bogdar's cause, a Bonedancer can summon the souls of dead Warriors, Healers, and Mages to fight on command without question until they are destroyed. To head up this miniature undead fighting force, the Bonedancer summons a major pet called the Bonecommander, who the caster can directly control. As the Bonedancer gains in power, more pets can be summoned (the type of summoned pet is dependent on spec), all under the control of the Bonecommander. In the end, a Bonedancer can control up to four pets, including the Bonecommander.

NOTE

You do not directly control the sub-pets. If the Bonecommander is killed, the minions are released, leaving you vulnerable. Keep your commander alive.

Creation

Before life begins, you must choose a race and allocate your starting attribute points. Make sure to choose Mystic, then your race.

Races

Mystic Valkyn, Trolls, and Kobolds can become Bonedancers by joining the temple of Bogdar.

Kobolds: Kobolds are one of the best caster classes in the game. They make for small targets in RvR and have high Dexterity, which decreases casting time.

Trolls: Trolls have a very high starting Strength and Constitution, which is great for a tank class but doesn't do much for casters, other than giving them more hit points.

Valkyn: Similar to Kobolds, Valkyn are a race gifted in high Dexterity, which helps decrease your casting times. However, compared to the heartier classes like the Troll, they don't have much in the way of hit points.

Stat Point Allocation

Like most casters, the prime attributes of a Bonedancer are Piety and Dexterity. Piety affects the size of your power pool while Dexterity affects the speed in which you cast your spells. Splitting your starting points between these two attributes is good, or you can split them three ways, adding ten points to Constitution.

Spec Paths

NOTE

Bonedancers receive 1 specialization point per level, allowing them to spec fully in only one line.

Bonedancers have the option to spec in three different paths: Bone Army, the unique spell line available to the class, Darkness, and Suppression, both of whose base spells are shared by Runemasters and Spiritmasters.

Bone Army: Bone Army is the signature spell line for Bonedancers. The line includes DoT spells, the ability to summon a Bonelord, the ability to summon an additional tank pet, and a haste buff and a healing line to use on summoned pets.

Darkness: While the base spell lines are shared with other casters, the Bonedancer's spec line for Darkness includes the power to summon an undead nuker and debuffing pet. It also sports a buff line to increase the Strength and Constitution of minions, and provides the caster with a direct damage snare and body resistance debuff.

Suppression: The Suppression path enables you to conjure up a buffing and healing minion who will aid you and any other pets under your control. In addition, Suppression offers powerful damage absorption spells for the caster and pets, plus a low damage, insta-cast life drain shout.

Early Levels (1–4)

If you've ever played a Spiritmaster or Runemaster, chances are you know what's ahead. But, if this is your first cloth-wearing casting class, expect to nuke a few hundred blue con MOBs that surround your starting town until you hit level 5. While you might not be able to specialize in Bone Army until level 5, you won't have too difficult a time, as Darkness and Suppression are both an early option.

Level 5 and Beyond

At level 5, you can join the House of Bogdar and become a full-fledged Bonedancer. You can also summon your Bonecommander, who controls the other minions you receive as you gain levels.

Since casters wear cloth armor, it's not vital to keep it at or above your level, but having enough money to buy better focus staves or use to craft is always important. So spend wisely.

As an army of one, you shouldn't have many problems soloing if you want, but with a Healer or Shaman at your side, you can speed up the level-gaining process. In full parties, chances are people will request you release your pets, as they share in the experience pool. However, soloing is a different story. For the first 20 levels of your life, Kill Tasks are a great way to go. After that, you're on your own.

Bonedancer Spells

Darkness DD.

Skill: Darkness Damage Type: Cold
Casting Time: 2.6 seconds Range: 1,500
Duration: Instant

Level	Spell Name	Cost	Damage
1	Minor Dusk Dart	2P	5
2	Dusk Dart	2P	9
3	Major Dusk Dart	3P	14
5	Greater Dusk Dart	4P	21
8	Minor Gloom Blast	5P	33
12	Gloom Blast	8P	45
15	Greater Gloom Blast	9P	57
20	Murk Blast	12P	73
26	Greater Murk Blast	16P	96
33	Shadow Blast	21P	120
43	Greater Shadow Blast	27P	156

DEX Debuff

Skill: Darkness Damage Type: Body
Casting Time: 2 seconds Range: 1,500
Duration: 60 seconds

Level	Spell Name	Power Cost per Proc	Damage
4	Blanket of Darkness	3P	6.5
6	Screen of Darkness	4P	7
9	Envelope of Darkness	6P	8.5
13	Globe of Darkness	8P	10
18	Field of Darkness	11P	12
25	Wrap of Darkness	15P	15
36	Veil of Darkness	23P	19
46	Shroud of Darkness	30P	23

Bone Mystics (Darkness Specialization Line)

Summon Undead Mystic to Cast Ranged Damage Spells

Damage Type: Cold Range: Self
Casting Time: 4 seconds Cost: 20 percent of power

Level	Spell Name	Damage
15	Summon Bonecaster 1	15
21	Summon Bonecaster 2	20
27	Summon Bonecaster 3	24
33	Summon Bonecaster 4	29
39	Summon Bonecaster 5	33
45	Summon Bonecaster 6	45

Summon Undead Mystic to Cast Ranged Debuff Spells Before Engaging in Melee

Damage Type: Cold Range: Self
Casting Time: 4 seconds Cost: 20 percent of power

Level	Spell Name	Value
18	Summon Bonebreaker 1	18
24	Summon Bonebreaker 2	22
30	Summon Bonebreaker 3	27
36	Summon Bonebreaker 4	31
42	Summon Bonebreaker 5	36
48	Summon Bonebreaker 6	45

Direct Damage with 65 Percent Movement Reduction

Damage Type: Cold Duration: 30 seconds
Casting Time: 1 second Range: 1,500

Level	Spell Name	Power Cost	Damage
1	Solidify Skeleton 1	2	5
5	Solidify Skeleton 2	4	21
9	Solidify Skeleton 3	6	37
13	Solidify Skeleton 4	8	49
17	Solidify Skeleton 5	10	65
23	Solidify Skeleton 6	14	85
32	Solidify Skeleton 7	20	117
41	Solidify Skeleton 8	26	148
50	Solidify Skeleton 9	33	180

Debuff Body Resistance to Boost Bonecaster Damage

Damage Type: Cold Duration: 15 seconds
Casting Time: Instant Range: 1,500

Level	Spell Name	Power Cost	Debuff Percentage
22	Bolster Bonecaster 1	10	15
34	Bolster Bonecaster 2	16	30
46	Bolster Bonecaster 3	24	50

Buff Minion Strength/Constitution

Damage Type: Cold Range: 1,000
Casting Time: 1 second Radius: 350
Duration: 20 minutes

Level	Spell Name	Power Cost	Value
3	Strengthen Army 1	3	12
7	Strengthen Army 2	5	15
12	Strengthen Army 3	8	19
20	Strengthen Army 4	12	26
25	Strengthen Army 5	15	30
31	Strengthen Army 6	19	34
44	Strengthen Army 7	28	45

DD and 50 Percent Movement Reduction

Damage Type: Cold
Casting Time: Instant
Duration: 10 seconds

Level	Spell Name	Value
5	Shroud of War 1	16
9	Shroud of War 2	27
14	Shroud of War 3	38
17	Shroud of War 4	47
24	Shroud of War 5	64
33	Shroud of War 6	86
41	Shroud of War 7	106

Supression STR debuff

Skill: Suppression Damage Type: Body
Casting Time: 2 seconds Range: 1,500
Duration: 60 seconds

Level	Spell Name	Cost	Debuff
1	Lessen Strength	1P	5
5	Diffuse Strength	3P	7
8	Disperse Strength	4P	8
11	Suppress Strength	5P	9
17	Quell Strength	8P	11.5
25	Abolish Strength	12P	15
33	Extinguish Strength	16P	18
45	Annihilate Strength	23P	23

Non-magical damage to Caster reduced by (Bonus %).

Skill: Suppression Damage Type: Body
Casting Time: 3 seconds Duration: 15 minutes

Level	Spell Name	Cost	Bonus%
30	Magical Buffer	19P	5%
41	Suppressive Buffer	26P	10%

Bufs Caster's AF

Skill: 2/3 Spec Damage Type: Body
Casting Time: 3 seconds Duration: 15 minutes

Level	Spell Name	Cost	Buff
2	Minor Magic Shield	2P	17
4	Lesser Magic Shield	3P	27
7	Magic Shield	5P	42
10	Major Magic Shield	6P	56
14	Greater Magic Shield	9P	75
18	Superior Magic Shield	11P	95
24	Major Suppressive Barrier	15P	124
32	Greater Suppressive Barrier	20P	162
42	Major Suppressive Barrier	27P	211
50	Major Suppressive Barrier	33P	250

Summon Undead Seer to Provide Str/Con and Dex/Qui Bufs to Caster and Minions

Type: Body Cost: 20 percent of power
Casting Time: 4 seconds Seer level is 75 percent of caster's level

Level	Spell Name	Value
15	Summon Boneguard 1	15
21	Summon Boneguard 2	20
27	Summon Boneguard 3	24
33	Summon Boneguard 4	29
39	Summon Boneguard 5	33
45	Summon Boneguard 6	45

Root: Enemy Speed Debuffed to 1% of Original Movement

Skill: Suppression Damage Type: Body
Casting Time: 2.5 seconds Range: 1,500

Level	Spell Name	Cost	Duration
3	Lessen Movement	2P	9 sec.
6	Diffuse Movement	3P	13 sec.
13	Disperse Movement	6P	23 sec.
19	Suppress Movement	9P	31 sec.
26	Quell Movement	12P	41 sec.
31	Abolish Movement	15P	48 sec.
40	Extinguish Movement	20P	61 sec.
49	Annihilate Movement	25P	73 sec.

Summon Undead Seer to Heal Caster and Minions

Type: Body Cost: 20 percent of power
Casting Time: 4 seconds Seer's level is 75 percent of caster's level

Level	Spell Name	Value
18	Summon Bonemender 1	18
24	Summon Bonemender 2	22
30	Summon Bonemender 3	27
36	Summon Bonemender 4	31
42	Summon Bonemender 5	36
48	Summon Bonemender 6	45

Realm-Targeted Melee Absorption Buff

Damage Type: Body Duration: 10 Minutes
Casting Time: 1 second Range: 1,500

Level	Spell Name	Power Cost	Absorption Percentage
32	Strengthen Bones 1	20	3
38	Strengthen Bones 2	24	6
46	Strengthen Bones 3	30	9

Low Damage Insta-Cast Lifedrain

Damage Type: Body Range: 1,500
Casting Time: Instant 8 percent of caster's hit points regained

Level	Spell Name	Power Cost	Damage
1	Crumble Skeleton 1	2	4
2	Crumble Skeleton 2	2	7
4	Crumble Skeleton 3	3	13
6	Crumble Skeleton 4	4	19
9	Crumble Skeleton 5	6	27
13	Crumble Skeleton 6	8	36
17	Crumble Skeleton 7	10	47
22	Crumble Skeleton 8	13	58
29	Crumble Skeleton 9	18	78
37	Crumble Skeleton 10	23	98
47	Crumble Skeleton 11	30	123

Focus 50 Percent Movement Reduction Spell; Higher Levels Have Increasing Area of Effect

Damage Type: Body Range: 1,500
Casting Time: 1 second Frequency: 4.7 seconds
Duration: 5 seconds

Level	Spell Name	Power Cost	Area-of-Effect Radius
14	Shroud of Cowardice 1	9	0
23	Shroud of Cowardice 2	14	50
31	Shroud of Cowardice 3	19	150
41	Shroud of Cowardice 4	26	250
49	Shroud of Cowardice 5	32	350

Minion Hit Point Buffer That Absorbs 50 Percent of Incoming Melee Damage

Damage Type: Body Duration: 20 minutes
Casting Time: 1 second Range: 1,000

Level	Spell Name	Power Cost	Value
12	Boneshell 1	8	30
19	Boneshell 2	12	40
25	Boneshell 3	15	50
34	Boneshell 4	21	60
43	Boneshell 5	27	70
50	Boneshell 6	33	80

Bone Army (Bonedancer Base Line)

Summons Undead Commander; Higher Levels Allow Control of More Minions

Damage Type: Matter
Casting Time: 4 seconds
Cost: 20 percent of power
Commander's level is 82 percent of caster's level

Level	Spell Name	Value
1	Summon Bonelord 1	50
15	Summon Bonelord 2	50
30	Summon Bonelord 3	50
45	Summon Bonelord 4	50
51	Summon Bonelord 5	50
51	Summon Bonelord 6	50



Damage-over-Time

Damage Type: Matter Range: 1,500
Casting Time: 1 second Frequency: 5 seconds
Duration: 20 seconds

Level	Spell Name	Power Cost	Damage per Tick
2	Bones to Dust 1	2	4
3	Bones to Dust 2	3	6
5	Bones to Dust 3	4	9
7	Bones to Dust 4	5	13
10	Bones to Dust 5	6	16
13	Bones to Dust 6	8	21
17	Bones to Dust 7	10	27
23	Bones to Dust 8	14	34
29	Bones to Dust 9	18	41
36	Bones to Dust 10	23	47
44	Bones to Dust 11	28	52
50	Bones to Dust 12	33	54

Minion Heal Spell

Damage Type: Matter
Casting Time: 1 second
Range: 2,000

Level	Spell Name	Power Cost	Heal Value
6	Bones to Iron 1	4	36
8	Bones to Iron 2	5	46
11	Bones to Iron 3	7	61
16	Bones to Iron 4	10	86
22	Bones to Iron 5	13	116
28	Bones to Iron 6	17	146
35	Bones to Iron 7	22	181
43	Bones to Iron 8	27	221

Absorb Single Hit, Self

Damage Type: Body Duration: 10 minutes
Casting Time: 2 seconds Cost: 8 percent of power

Level	Spell Name	Value
19	Armor of Bone 1	51

Bone Warriors (Bonedancer Army Specialization Line)

Summon Undead Archer to Attack Foes at Range

Damage Type: Matter
Casting Time: 4 seconds
Cost: 20 percent of power
Archer's level is 75 percent of caster's level

Level	Spell Name	Value
15	Summon Bonebolt 1	15
21	Summon Bonebolt 2	20
27	Summon Bonebolt 3	24
33	Summon Bonebolt 4	29
39	Summon Bonebolt 5	33
45	Summon Bonebolt 6	45

Summon Undead Warrior to Attack and Taunt Enemies in Melee

Damage Type: Matter
Casting Time: 4 seconds
Cost: 20 percent of power
Warrior's level is 75 percent of caster's level

Level	Spell Name	Value
18	Summon Bonesmasher 1	18
24	Summon Bonesmasher 2	22
30	Summon Bonesmasher 3	27
36	Summon Bonesmasher 4	31
42	Summon Bonesmasher 5	36
48	Summon Bonesmasher 6	45

Advanced Damage-over-Time Spell; Stacks with Bones to Dust Line

Damage Type: Matter Range: 1,500
Casting Time: 1 second Frequency: 4 seconds
Duration: 24 seconds

Level	Spell Name	Power Cost	Damage per Tick
1	Bones to Blood 1	2	2
3	Bones to Blood 2	3	6
5	Bones to Blood 3	4	9
7	Bones to Blood 4	5	13
10	Bones to Blood 5	6	16
13	Bones to Blood 6	8	21
16	Bones to Blood 7	10	26
22	Bones to Blood 8	13	33
28	Bones to Blood 9	17	40
35	Bones to Blood 10	22	46
44	Bones to Blood 11	28	52
49	Bones to Blood 12	32	55

Area-of-Effect Damage-over-Time; Does Not Stack With Bones to Blood Line

Damage Type: Matter Range: 1,500
Casting Time: 1 second Frequency: 4 seconds
Duration: 24 seconds

Level	Spell Name	Power Cost	Damage per Tick
20	Cloud of Decay 1	19	21
26	Cloud of Decay 2	25	28
32	Cloud of Decay 3	32	34
38	Cloud of Decay 4	38	41
47	Cloud of Decay 5	48	51

Buff Minion Dexterity/Quickness

Damage Type: Matter Duration: 20 minutes
Casting Time: 1 second Range: 1,000

Level	Spell Name	Power Cost	Value
2	Hasten Army 1	2	11
6	Hasten Army 2	4	14
8	Hasten Army 3	5	16
14	Hasten Army 4	9	21
19	Hasten Army 5	12	25
25	Hasten Army 6	15	30
34	Hasten Army 7	21	37
43	Hasten Army 8	27	44

Self Only Damage Add

Damage Type: Matter
Casting Time: 1 second
Duration: 20 minutes

Level	Spell Name	Power Cost	Value
4	Boneblades 1	3	2
11	Boneblades 2	7	3
17	Boneblades 3	10	4
23	Boneblades 4	14	6
31	Boneblades 5	19	7
40	Boneblades 6	25	9
50	Boneblades 7	33	11

Bonecaster Pet Spells

Poison

Damage Type: Poison Range: 1,500
Casting Time: Frequency: 3.9 seconds
Duration: 20 seconds

Level	Spell Name	Damage per Tick
10	Bonebreaker Poison	15

Disease

Damage Type: Poison Duration: 1 minute
Range: 1,500

Level	Spell Name	Damage
10	Bonebreaker Disease	15

50 Percent Attack Speed Debuff

Damage Type: Body Duration: 20 seconds
Casting Time: Instant Range: 1,500
Radius: 350

Level	Spell Name
25	Bonebreaker Attack Speed Debuff

Damage Shield

Damage Type: Cold Range: 1,500
Casting Time: Instant Target: Realm mate

Level	Spell Name	Value
1	Buffer Damage shield	30

Single-Hit, Self-Only Bladeturn

Damage Type: None Duration: Permanent until used
Casting Time: 4 seconds Range: 300

Level	Spell Name
4	Buffer Bladeturn (self only)

Haste

Damage Type: None Range: 1,500
Casting Time: 0.5 seconds Cost: 6 concentration points

Level	Spell Name
35	Buffer Haste

Heal

Damage Type: None Target: Realm mate
Casting Time: 1 second Range: 1,500

Level	Spell Name	Value
10	Healer Heal	15 percent Heal

Regeneration

Damage Type: None Range: 1,500
Casting Time: Frequency: 5 seconds
Target Realm mate

Level	Spell Name	Value per Tick
10	Healer Regeneration	5

Nuke, Lifedrain

Damage Type: Body
Casting Time: 0.5 seconds
Range: 1,500
15 percent of caster's hit points regained

Level	Spell Name	Damage
3	Nuker Lifetap	8

Direct Damage Plus 65 Percent Movement Reduction

Damage Type: Body Range: 1,500
Casting Time: 2 seconds
Duration: 30 seconds

Level	Spell Name	Damage
1	Nuker DD+Snare	15

Savage

Creation

Races

Kobold: Kobolds are one of the best Savage races because of high Dexterity and Quickness. Low Strength isn't an issue because Hand-to-Hand weapon damage is based on Quickness and Dexterity. The Kobold's low Constitution is more of a concern, as Constitution translates into hit points.

Norse: Norse are the most balanced race for Savages, as their attributes are very even across the board. Rolling a Norse Savage is perhaps the safest bet for inexperienced players.

Troll: With extremely low starting Dexterity and Quickness scores, Trolls don't make the best Hand-to-Hand specialized Savages. However, if you'd like to use a Strength-based weapon type instead, a Troll might be right for you.

Valkyn: Much like Kobolds, Valkyn have high Dexterity and Quickness scores, so they excel as Savages. Also like Kobolds, Valkyn suffer from low starting Constitution.

Stat Point Allocation

The prime attributes of a Savage are Dexterity and Quickness, which influence how much damage Hand-to-Hand weapons do, as well as how much you evade and parry. As your Savage gains levels, those attributes rise. However, your Constitution does not. Putting 10 points into Constitution, Dexterity, and Quickness seems like a great way to go for Kobolds and Valkyn. If you roll a Troll or Norse though, splitting your starting points between Dexterity and Quickness might be wiser.

Spec Paths

A Savage has a number of paths to specialize in, including Axe, Hand-to-Hand, Hammer, Parry, Sword, and Savagery. Considering the Savage receives 1.5 specialization points per level, selecting Hand-to-Hand as your main weapon specialization is the most efficient way to go. Savagery, the self-buff line, is secondary in importance, with Parry, your defensive skill, rounding out the list.

Races	2	Shields
Norse/Kobolds/Trolls/Valkyn	5	Hand-to-Hand
	5	Throwing
Titles	5	(Lose Swords)
5 Initiate of Rakor	5	(Lose Axes)
10 Apprentice of Rakor	5	(Lose Hammers)
15 Servant of Rakor	10	Parry
20 Tribal Defender		
25 Defender of Rakor		
30 Tribal Wilding	1	Studded Armor
35 Tribal Warrior	2	Small Shields
40 Protector of Rakor	5	Evade
45 Tribal Legend	10	Evade II
50 Fist of Rakor	10	Parry
	20	Evade III
	30	Evade IV
	35	Enhanced Evade
Skills		
(Training Points: 2.0)		
1 Swords		
1 Axe		
1 Parry		
1 Hammer		

The Savage is a pure melee class able to wear studded leather and equipped with a special line of buffs, called Savagery, and a new weapon skill, called Hand-to-Hand. Hand-to-Hand weapons attach to the Savage's wrists and deal either slash or thrust damage. Hand-to-Hand is a dual-wielding weapon style, similar to Left-Axe or Celtic Dual, although you don't need to spec a second weapon skill to use it. In Hand-to-Hand, the right weapon strikes first by default, but as you level up you'll see dual, triple, and even quad hits.

Savagery is a new spell line comprised of self-buffs, and, like Hand-to-Hand, it is unique to the Savage. With Savagery, the player sacrifices a percentage of his or her life to cast short-duration buffs that can increase attack rate; damage dealt; chance to parry or evade; resistances to crush, slash, and thrust; and can even convert health to endurance. As the Savagery skill increases, the buffs and duration increase at the cost of a higher life drain.

Hand-to-Hand: Hand-to-Hand is a line of dual-wielded weapons unique to the Savage, which come in both slash and thrust damage types. With damage based on Dexterity and Quickness, Hand-to-Hand is the Savage's ideal weapon selection. Unlike other dual-weapon styles, Hand-to-Hand is an all-encompassing skill that doesn't require a second skill to increase damage variance. You can mix damage types, slash, and thrust on different hands, so it's flexible as well.

Savagery: Savagery is the Savage's line of self-buffs which, when cast, use hit points as a power source and last for a short duration, depending on level. Powers in the Savagery line include buffs that increase weapon resists (crush, slash, thrust), improve your chance to evade or parry, increase damage and weapon speed, and can convert life force to endurance.

Parry: Parry is a trainable skill that increases a Savage's chance to use a weapon to deflect the blows of incoming melee attacks. The more points you put into Parry, the better chance you have to deflect the attack.

NOTE

Unlike traditional casters, Savages don't use power for spell-casting. Instead, they trade health for their line of self-buffs.

Early Levels (1–4)

If you've ever played a Berserker, Thane, Skald, or Warrior, then you know what's in store. After you kill a few hundred varmints on the outskirts of your starting town, visit your local Savage trainer and join the House of Kelgor. You cannot spec in Hand-to-Hand or Savagery during these levels, but you can put points into Parry, which pays off later.

Due to your inability to spec in Savagery or Hand-to-Hand, fight blue con MOBs. With upgraded armor and weapons, yellow mobs are doable, but it is best to save your hard-earned copper until you reach level 5 at least.

Level 5

Now that you're level 5 and have cleared the town of small rodents and other pesky critters, it's time to seek out a trainer and join the House of Kelgor. Upon joining, the trainer asks if you want to use slash or thrust. All he's asking is what type of gift weapon you want. Choose slash, as it lasts a few levels longer than the thrusting gift. The slash gift is red con while the thrust is yellow.

If this isn't your first Midgard character on the server, equipment won't be an issue, as a few gold pieces go a long way. But, if you're living off the fat of the land, it's important to collect all the little scraps that each MOB drops, and keep an eye out for useable items, whether they are armor, weapons, or even magical items. You might not get rich quick during your first five levels, so purchase equipment that's higher than your current level. It lasts longer and, because you level up quickly, you'll need all the help you can get.

Life after Level 5

Now that you're a full member of the House of Kelgor, it's time to level up. For the first 20 levels of your life, Kill Tasks are your fastest source of experience; just go up to any guard and say, "Task." If that guard has tasks in your level range, you're in luck. If not, keep looking. When you find a guard who assigns tasks, keep coming back until you've used up the maximum tasks for your level.

Life after 20 is a bit trickier, as kill tasks are no longer an option. When soloing, a Savage is adept at killing low yellow and blue con MOBs. In a group, the Savage fills the tank role aptly. Shamans and Skalds make perfect leveling partners, but if possible, always seek out a full group.

Savagery

Buff Chance to Parry

Damage Type: Body
Duration: 30 seconds
Casting Time: Instant

Level	Spell Name	Hit Point Cost (Percent of Total HPs)	Buff Percent
20	Cloud of Decay 1	19	21
1	Claws of Kelgor 1	5	5
9	Claws of Kelgor 2	5	9
18	Claws of Kelgor 3	6	13
27	Claws of Kelgor 4	7	17
36	Claws of Kelgor 5	8	21
46	Claws of Kelgor 6	9	25

Buff Chance to Evade

Damage Type: Body
Casting Time: Instant
Duration: 30 seconds

Level	Spell Name	Hit Point Cost (Percent of Total HPs)	Buff Percent
2	Swiftiness of Kelgor 1	5	5
10	Swiftiness of Kelgor 2	6	9
19	Swiftiness of Kelgor 3	6	13
28	Swiftiness of Kelgor 4	7	17
37	Swiftiness of Kelgor 5	8	21
45	Swiftiness of Kelgor 6	9	25

Buff Resistance to Crushing Damage

Damage Type: Body
Casting Time:
Duration: 30 seconds

Level	Spell Name	Hit Point Cost (Percent of Total HPs)	Resistance Percent
5	Ignore Force 1	5	5
13	Ignore Force 2	6	9
22	Ignore Force 3	7	13
31	Ignore Force 4	8	17
38	Ignore Force 5	8	21
44	Ignore Force 6	9	25

Buff Resistance to Slashing Damage

Damage Type: Body
Duration: 30 seconds
Casting Time: Instant

Level	Spell Name	Hit Point Cost (Percent of Total HPs)	Resistance Percent
6	Ignore Rending 1	5	5
14	Ignore Rending 2	6	9
23	Ignore Rending 3	7	13
32	Ignore Rending 4	8	17
40	Ignore Rending 5	9	21
48	Ignore Rending 6	9	25

Buff Resistance to Thrust Damage

Damage Type: Body
Casting Time: Instant
Duration: 30 seconds

Level	Spell Name	Hit Point Cost (Percent of Total HPs)	Resistance Percent
7	Ignore Puncture 1	5	5
15	Ignore Puncture 2	6	9
24	Ignore Puncture 3	7	13
33	Ignore Puncture 4	8	17
42	Ignore Puncture 5	9	21
47	Ignore Puncture 6	9	25

Attack Speed Buff

Damage Type: Body
Casting Time: Instant
Duration: 30 seconds

Level	Spell Name	Hit Point Cost (Percent of Total HPs)
3	Zeal of Kelgor 1	5
11	Zeal of Kelgor 2	6
25	Zeal of Kelgor 3	7
35	Zeal of Kelgor 4	8
48	Zeal of Kelgor 5	9

Buff Damage per Second in Melee Combat

Damage Type: Body
Casting Time: Instant
Duration: 30 seconds

Level	Spell Name	Hit Point Cost (Percent of Total HPs)	Buff Percent
4	Savage Blows 1	5	.5
12	Savage Blows 2	6	.9
21	Savage Blows 3	7	1.3
30	Savage Blows 4	8	1.7
39	Savage Blows 5	8	2.1
49	Savage Blows 6	9	2.5

Convert Health to Endurance

Damage Type: Body
Casting Time: Instant

Level	Spell Name	Hit Point Cost (Percent of Total HPs)	Endurance Recovered Percent
20	Kelgor's Vigor 1	5	20
29	Kelgor's Vigor 2	10	40
41	Kelgor's Vigor 3	15	60

Savage Style Procs

Point-Blank, Area-of-Effect, Direct Damage

Damage Type: Body
Casting Time: Instant
Frequency: 5 seconds
Radius: 350

Level	Spell Name	Damage
10	Whirlwind 1	10
25	Whirlwind 2	15
50	Whirlwind 3	20

Attack Speed Debuff

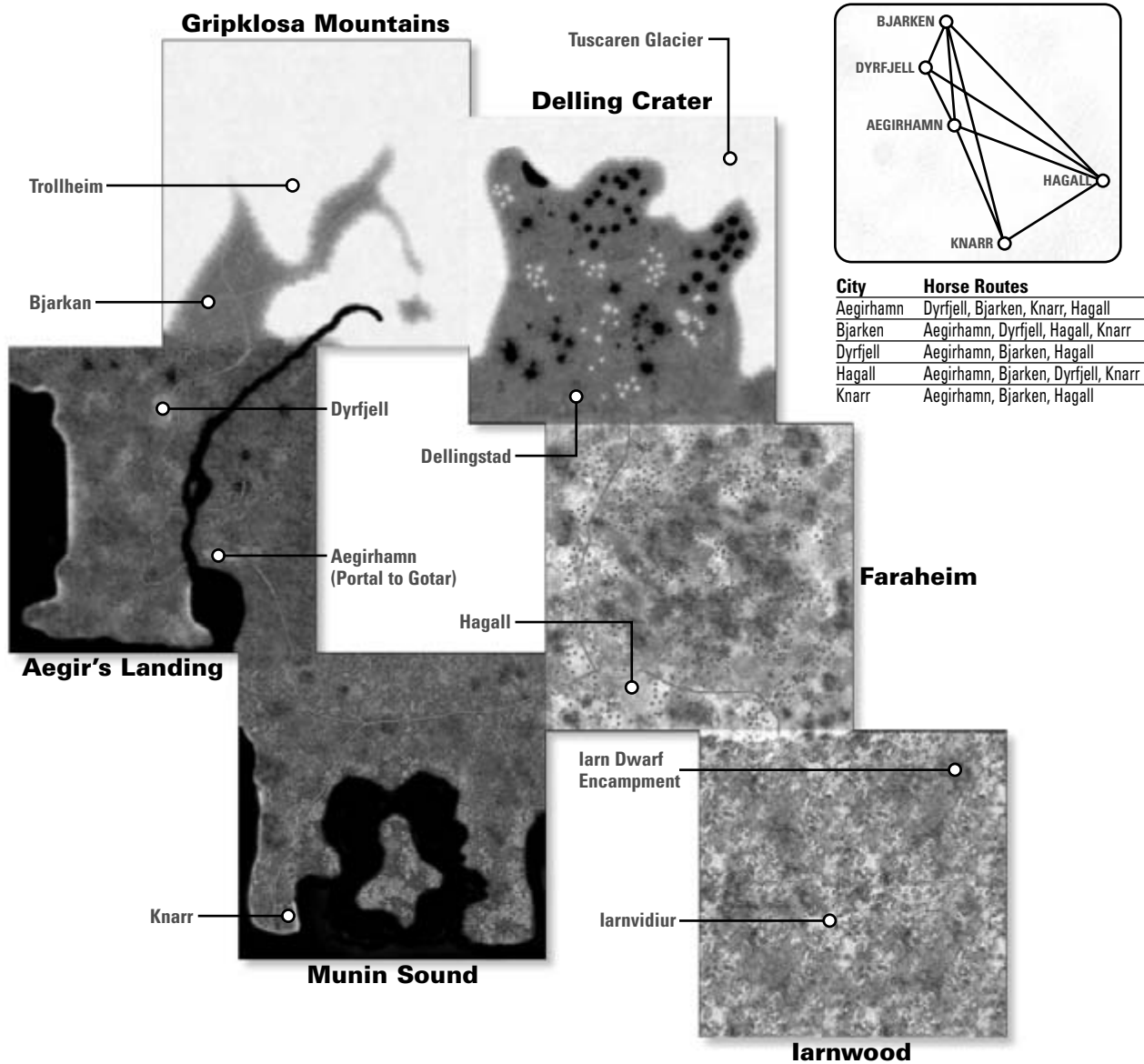
Damage Type: Body
Casting Time: Instant
Duration: 20 seconds
Radius: 350

Level	Spell Name	Buff Percent
15	Winding 1	38

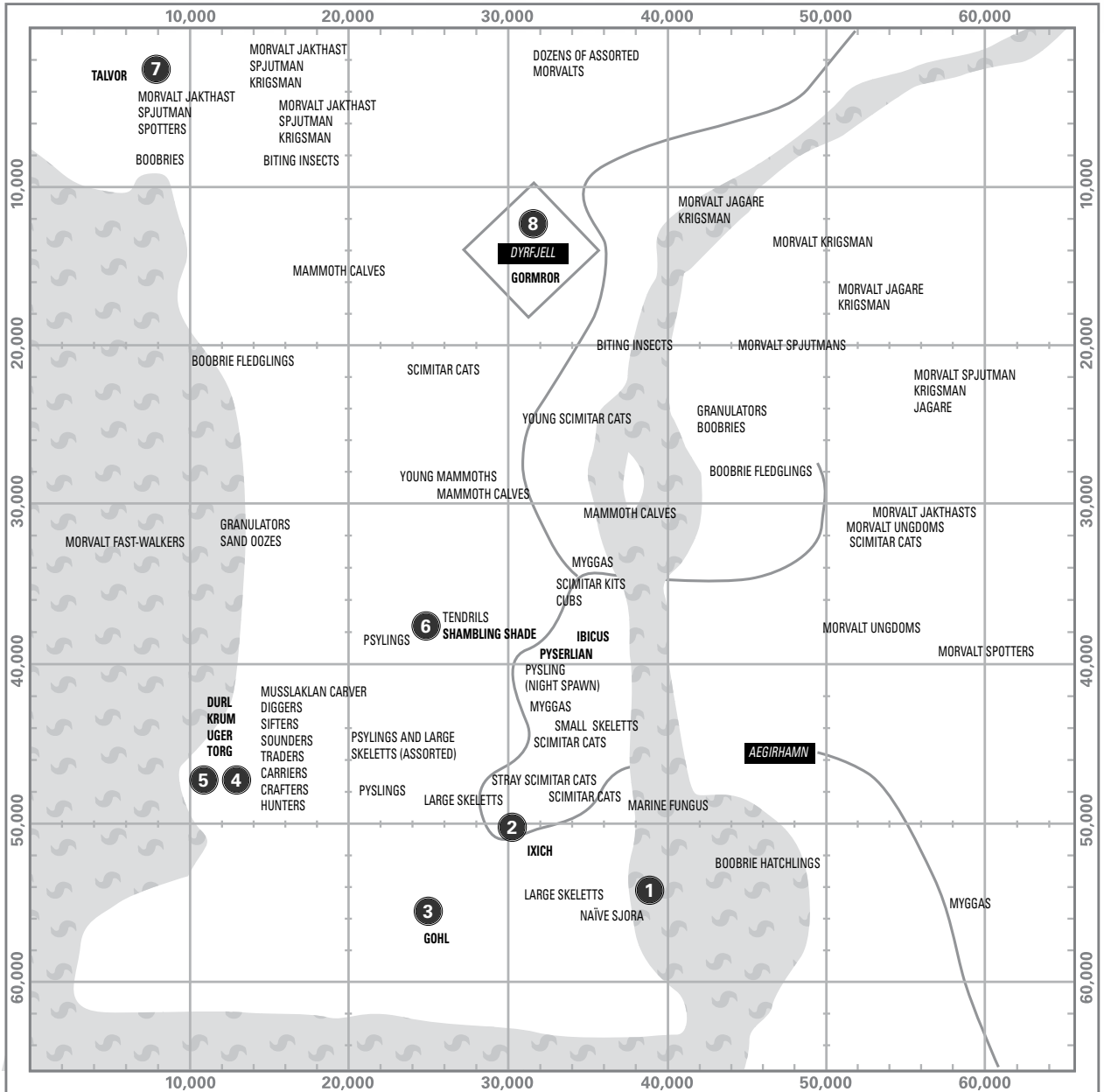
Hand-to-Hand Combat Styles

Level	Style	Fatigue Cost	Damage Bonus	Prerequisites	Effects
2	Kelgor's Bane	Low	Medium	Anytime	Increase chance to parry
4	Tribal Rage	Very low	High	Use after Parry	Low bonus to hit
6	Wild Call	Medium	Low	Use any time	Taunt, medium defensive penalty
8	Clan's Call	Low	High	Use from behind	Medium bonus to hit, short duration stun
10	Tribal Assault	Very low	High	Use after Tribal Rage	Low bonus to hit, low defensive penalty, hit up to 2 targets
12	Kelgor's Might	High	None	Use anytime	Causes medium duration attack speed debuff on all surrounding targets
15	Taunting Call	Medium	None	Use anytime	Strong de-taunt, high defensive bonus
18	Clan's Might	Very low	Very high	Use after Clan's Call	Very high damage bonus, hit up to two targets, medium duration bleed
21	Totemic Fear	Very low	High	Use after Evade	Long duration snare, high bonus to hit
25	Totemic Wrath	Very low	Very high	Use after Totemic Fear	Medium to hit bonus, hit up to 3 targets
29	Totemic Claw	Medium	None	Use anytime	Raises chance to evade next round
34	Tribal Wrath	Very low	Very high	Use after Tribal Assault	High bonus to hit, medium defensive bonus, raise chance to parry next round
39	Kelgor's Fist	Low	High	Use from Side	Medium chance to hit
44	Kelgor's Wrath	Very low	Very high	Use after Kelgor's Fist	High chance to hit, long duration stun
50	Totemic Sacrifice	No fatigue cost	High	Use after Totemic Wrath	Very high chance to hit, hit up to 4 targets

Aegir



Aegir's Landing



Monster Levels

Monster Level Range: 0–25

Monster Name	Level
biting insect	9–12
boobrie fledgling	11–15
boobrie hatchling	4–6
boobrie	18–20
Durl	13
Enraged Scimitar Kit	8
forest grazer calf	0
Gohl	11
Gormror	30
granulator	12–14
horse	55
invis monster	25
Ixich	12
Krum	15
large skelett	5–8
lesser sylvanshade	0
lost pysling	0–2
lunger	1
mammoth calf	9–11
marine fungus	0,1
mineral deposit	0
mineral	0
morvalt fast-walker	10–12
morvalt jagare	16–18
morvalt jakthast	13–15
morvalt krigsman	16–20
morvalt spjutman	13–16
morvalt spotter	12,13
morvalt ungdom	7–10
musslaklan carver	11–13
musslaklan crafter	11–13
musslaklan digger	11,12
musslaklan hunter	15
musslaklan sifter	10–12
musslaklan sounder	11–13
Musslaklan Trader	15
musslaklan youth	4–7
mygga	4–7
naive sjora	2, 3
pysling	9–11

Monster Name	Level
Rith	15
sand ooze	9–11
scimitar cat	18–20
scimitar cub	3–5
scimitar kit	6–8
shale golem emissary	24
Shambling Shade	15
Shreg	22
small skelett	0–2
Soxulfr	2
stray scimitar cub	0, 1
Talvor	22
Talvor's Spirit	25
tendril	12–15
Torg the Hunter	17
Torlieva	15
Uger	15
young mammoth	17–19
young scimitar cat	17, 18

Zone Factions

Factions Represented

Faction	Monsters
Morvalt Samhalle	Morvalt society
Musslaklan Tribe	Musslaklan Clan tribe of Neanderthals

Faction vs. Faction

Faction	Aggressive Toward
Morvalt Samhalle	Mammoths, Musslaklan
Musslaklan Tribe	Mammoths
Cats of Aegir	Mammoths, Musslaklan
Waiting Terror	Musslaklan
Swarm of Aegir	Plague of Aegir (killer insects attack other insects)

Factions That Can Be Altered

Musslaklan Tribe
Bergklan Tribe
Skalklan Tribe
Tradklan Tribe

The Remnants

Vind Rytteren (wind riders—griffons)

Klippe Vaktaren (cliff keepers—griffmen)

Nearby Services

NOTE

Check the "City Maps" section of this guide for more information on merchants, services, and locations for each town.

Aegirhamn



Merchants

Armor	Crafting
Chain	Alchemy Clothworking
Cloth	Leatherworking
Leather	Metalworking
Mithril	Spellcrafting
Padded Cloth	Woodworking
Studded	

Merchants (cont.)

Dye	Trainers
Cloth	Berserker
Enamel	Bonedancer
Leather	Healer
	Hunter
Weapon	Mystic
Arrows	Rogue
Axes	Runemaster
Bows	Savage
Focus Staves	Seer
Hammers	Skald
Hand-to-Hand	Shadowblade
Mithril	Shaman
Shields	Spiritmaster
Spears	Thane
Staves	Viking
Swords	Warrior
Throwing	
Two-Handed	Horse Routes
	Bjarken
Services	Dyrfjell
Alchemist Master	Hagall
Armorsmith Master	Knarr
Enchanter	
Fletcher Master	Crafting Areas
Guild Emblemeer	Alchemy
Guild Registrar	Forge
Healer	Lathe
Name Registrar	
Recharger	
Smith	
Spellcrafter Master	
Tailor Master	
Vault Keeper	
Weaponsmith Master	

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Dyrfjell

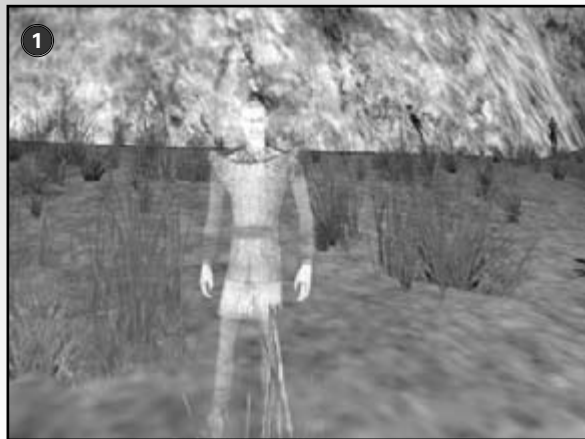


Merchants

Armor	Shields
Chain	Spears
Cloth	Staves
Leather	Swords
Mithril	Throwing
Padded	
Studded	Services
	Enchanter
Crafting	Healer
Alchemy	Recharger
	Smith
Dye	Vault Keeper
Cloth	
Enamel	Horse Routes
Leather	Aegirhamn
	Bjarken
Weapon	Hagall
Arrows	
Axes	Crafting Areas
Bows	Alchemy Table
Focus Staves	Forge
Hand-to-Hand	Lathe

Encounters

Beachside Beginnings



A quick way to level up to 5 is to kill the hordes of naïve sjora who reside around the lake near Aegirhamn. These are great for low levels because they do not aggro during battle, so you can keep the fights one-on-one. They scatter in terror at your presence; little else will show you the same courtesy. These creatures are a great source of low-level studded armor, an armor type available from the start for beginning Savages.



Cons Can Be Deceiving



Ixich is a named biting insect who roams Aegir's Landing. Though she may look innocent, she is tough for her level, as she hits hard and has the ability to stun. Even if she cons yellow to you, stay clear of her solo. Treat her with the respect of an orange con, or bring a friend and tag-team her.

Hillside Babysitter



Gohl is a musslaklan babysitter that protects the musslaklan youths scattered along the hillside. Fighting Gohl is a straight-up fight. However, adds are a call for help away. Bring friends to aid in crowd control should things get out of hand.

Trouble in the Form of Durl



Have bad Faction with the musslaklan? If so, look out for Durl, a musslaklan that patrols the beaches between the seaside primitive sea camps. He looks for trouble and will bring it to you if you have a tarnished name. A friend or two is helpful with this MOB. Otherwise, be ready for a long fight.

Two Is Better Than One?



Durl is not the only musslaklan thug patrolling the beaches; Uger and Krum also look for good fights. They fight tooth and nail to protect their camps, and rarely can you combat them one at a time. Outnumber the pair to kick them off the sandy beaches. Mezzing one while you fight the other is the best plan of attack, so bring a caster in your party.

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Shady Is the Shade



An undead by the name of Shambbling Shade is protected by an entourage of nuking tendrils. A nearly full group of level 15s is required to take on this shady group. Bring crowd control with you; you'll need it.

Round Two, FIGHT!



Talvor is an axe wielding morvalt who looks easy at first glance. But once slain, his spirit rises up to seek revenge upon his killers. You need a group of level 10–15 to put him down for good. Keep a healer on your main tank to ensure no one dies by his malicious spirit.

A Lending Hand

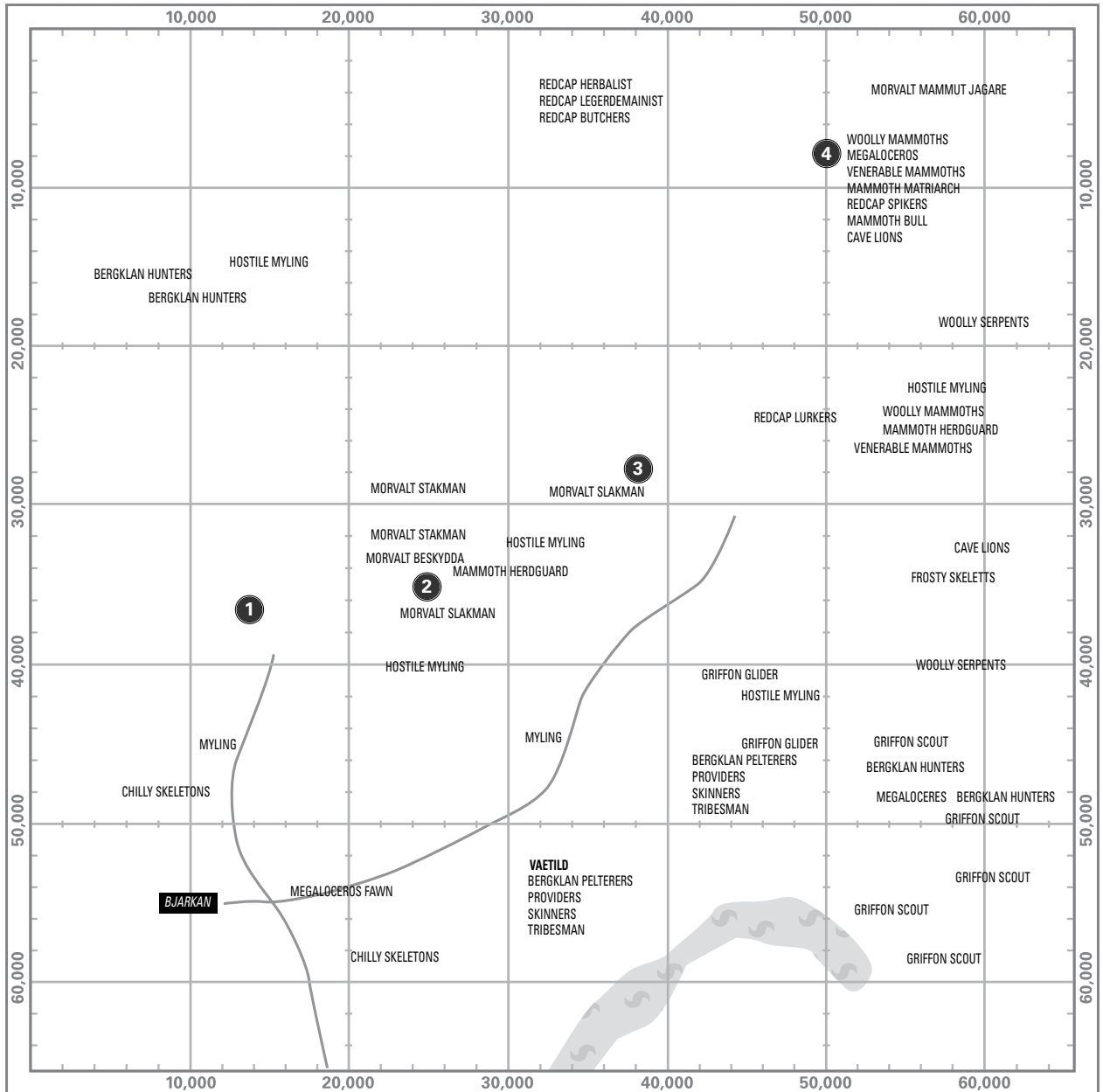


One of the most interesting encounters in Aegir's Landing is headed by Gormror, a creature with the ability to inspire the masses of morvalts in the region to attack the nearby town of Dyrfjell. To repel the morvalt zerg, an inspired creature ready to wreak havoc on the unsuspecting town, you need a couple groups of friends because the guards need help with this one. Do not fret if you lose, as they leave the village intact to raid another day.

Enhanced Monster AI

- Along the western beach are sand jellies. The parent sand jellies give birth to the young, and the young grow into adults who beget more young.
- If you are in the area of Dyrfjell, watch for an attack by the Formorians where they hurl disease into the town.

Gripklosa Mountains



Monster Levels

Monster Level Range: 25–55

Monster Name	Level
Arr	55
avalanche victim	38
avalanche	0
bergklan concocter	36–38
bergklan hunter	38, 40, 42
bergklan pelterer	29, 31
bergklan provider	29, 31
bergklan skinner	29, 31
bergklan slopewatcher	42
bergklan tribesman	31
Beskydda Grundar	39
cave lion	40, 42
cave lioness	38, 40
chilly skelett	25, 26
force of the avalanche	50
forest grazer calf	0
frost duster	33–35
frosty skelett	38, 39
griffon glider	38, 40
griffon loner	25, 27
griffon scout	43, 45, 47
horse	55
hostile myling	37, 39
hypothermic morvalt	38, 39
ice sculptor	50
Idette	27
lesser sylvanshade	0
Loden	26
lunger	1
mammoth bull	44, 46
mammoth calf	11
mammoth herdguard	36, 38, 39
mammoth matriarch	43–45
megaloceros fawn	28, 30
megaloceros	44, 45
morvalt beskydda	34–37
morvalt landflyke	25, 26
morvalt mammut jagare	48
morvalt slaktman	38, 40
morvalt streber	29, 31

Monster Name	Level
morvalt vandarare	27, 28
myling	29, 31
Old Matriarch	55
Orin Coldtoes	60
Parg the Hunter	45
redcap butcher	53, 55
redcap dissecter	50, 52, 53
redcap herbalist	48, 49, 51
redcap legerdemainist	51, 53, 55
redcap lurker	40–43
redcap skulker	36–38
redcap spiker	45, 47
serpentine shard	40
Sha-Ra	43
Streber Rengo	33
teetering block of ice	30
undead morvalt	25, 26
Vaetild	29
venerable mammoth	39, 41
very chilly skelett	28
woolly mammoth	32, 33, 35
woolly serpent	39, 40
young mammoth	19

Zone Factions

Factions Represented

Faction	Monsters
Morvalt Samhalle	Most Morvalt (morvalt landflyke excluded)
Mammoth Migration	Mammoths
Cats of Aegir	Cave Lion(ess)
Bergklan Tribe	Bergklan
Vind Ryttaren	Griffons
Blood Reavers	Redcaps
Fauna of Aegir	Megaloceros

Faction vs. Faction

Faction	Aggressive Toward
Morvalt Samhalle	Bergklan Tribe, Vind Ryttaeren, The Mammoth Migration, The Cats of Aegir
The Cats of Aegir	The Mammoth Migration, Fauna of Aegir, Bergklan Tribe, Morvalt Samhalle
The Bergklan Tribe	The Mammoth Migration, Fauna of Aegir
Blood Reavers	Bergklan Tribe, Vind Ryttaeren

Factions That Can Be Altered

Musslaklan Tribe

Skalklan Tribe

Bergklan Tribe

Tradklan Tribe

Vind Ryttaeren

Klipa Vaktaren

The Remnants

Hrimthursa

Nearby Services

NOTE

Check the "City Maps" section of this guide for more information on merchants, services, and locations for each town.

Bjarken



Merchants

Armor

Chain

Cloth

Leather

Mithril

Padded

Weapon

Arrows

Axe

Bows

Focus Staves

Hammers

Hand-to-Hand

Mithril

Poisons

Shield

Spear

Staves

Sword

Throwing

Two-Handed

Crafting

Alchemy

Clothworking

Leatherworking

Metalworking

Spellcrafting

Woodworking

Services

Enchanter

Healer

Recharcher

Vault Keeper

Horse Routes

Aegirhamn

Dyrfjell

Hagall

Knarr

Crafting Areas

Alchemy Table

Forge

Lathe

Dark Age of Camelot™ Shrouded Isles™

Encounters

Arr You Ready?



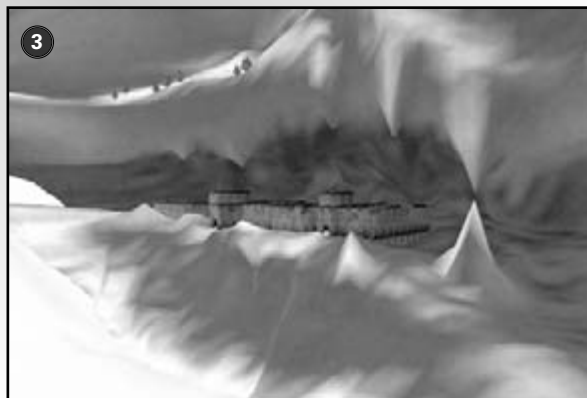
Arr, a huge named griffon, patrols the frigid mountains of Gripklosa and swoops down to pick up adventurers with its claws, only to drop them to their deaths. A large group of level 40+ players is needed to kill this enormous creature. Your chances of actually defeating this winged menace decrease if he attacks your Healers first. Having a tank with a good taunt helps keep your Healers alive.

Strolling for Trolls



Trollheim is the entrance to the birth city of trolls and a massive underground dungeon. Travel in large groups of high levels and pull with caution. All you need is numerous MOBs leading you to a speedy death. Work together, and Trollheim can be a great place for high levels.

Redcap Stronghold



Nestled inside one of the mountains in Gripklosa, the redcaps have constructed a stronghold where high-level redcaps can work together and wait for adventurers to meet their doom. Throughout the lair, you encounter multitudes of redcap butchers, dissectors, herbalists, leg-erdemanists, and more. You need a full group of 40+ players with strong crowd control abilities to camp here.

A Fight of Mammoth Proportions



Deep within the recesses of the Mammoth Valley, the Old Matriarch begins her drive to herd the mammoths across the land. A group of high-level 30s can put them on the endangered list. Keep a Healer out of the action to constantly heal and rez.

Enhanced Monster AI

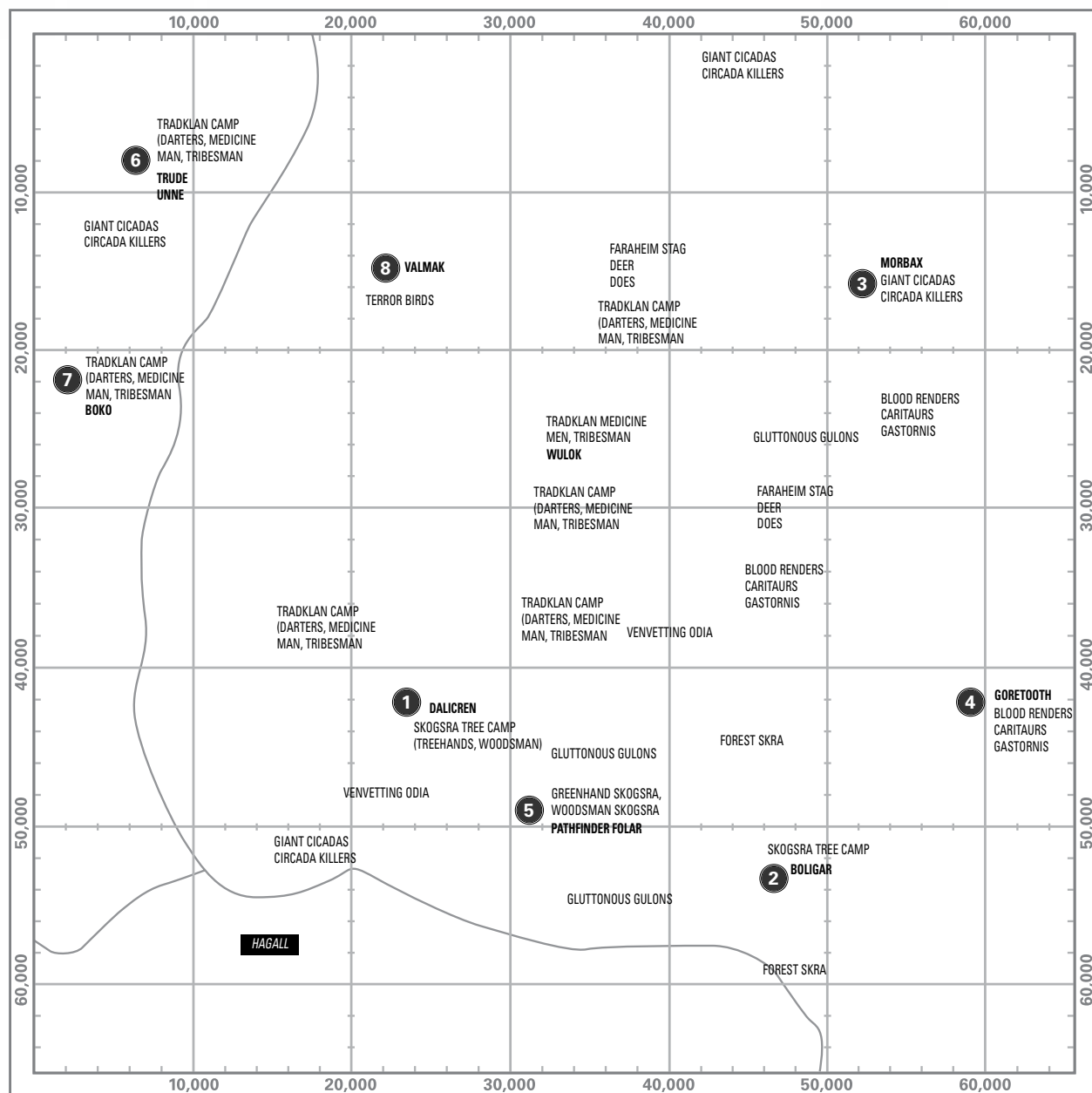
- The cave lions and lionesses actively hunt mammoths, megaloceros, and bergklan.
- The bergklan members actively hunt mammoths.
- Mylings have the ability to shape shift into things, living or dead. Their normal form is that of a ghost, but if they are attacked they change into a new form.
- Redcap butchers have erratic behavior; beware as they may suddenly switch targets in combat.
- All mammoths, except the mammoth bull and the mammoth herdguard, and all of the megaloceros cower away from players.

The Right Place at the Right Time

- While exploring this area, look for a creature called a "teetering chunk of ice." If you hit that chunk of ice with any attack, it causes an avalanche. If you are at the bottom of the passage when the avalanche hits, you'll take damage. If you survive the avalanche, you'll have additional surprises afterward.
- Arr is a powerful griffon. Should his sights settle on you, he'll snatch you up in his talons and take you to a nearby nest to handle you one-on-one.
- In the redcap camp, south of Iss, a group of redcap lurkers may jump out of hiding and attack the unwary player.
- If you are fortunate, you may witness the migration of the mammoth led by an ancient creature known as the Old Matriarch.



Faraheim



Monster Levels

Monster Level Range: 42–65

Monster Name	Level
blood render	60, 62
Bokko	60
Boligar	55
carnitaur	56, 58
cicada killer	52, 54
Cronk	63
Dalgo	70
Dalicren	55
Faraheim Deer	
faraheim doe	48, 50
faraheim fawn	42, 44
faraheim stag	48, 50
forest grazer calf	0
forest skrat	48, 50
friller	48, 50
fungal shredder	45, 47
gastornis	60, 62
giant cicada	42, 44
gluttonous gulon	56, 58
Goretooth	68
Gorp	54
gulon	42, 44
horse	55
lesser sylvanshade	0
lunger	1
Luso	50
Morbax	56
Pathfinder Folar	50
Shredclaw	66
skogsra greenhand	48, 50
skogsra woodsman	48, 50
terror bird	52, 54
tradklan darter	52, 54
tradklan medicine man	52, 54
tradklan tribesman	52, 54
Trude	54
Valmak	59
vanvettig odla	42, 44
Wulok	54

Zone Factions

Factions Represented

Faction	Monsters
Swarm of Aegir	Cicada Killers
Plague of Aegir	Cicadas
Cats of Aegir	Gulons
Fauna of Aegir	Faraheim fawn/doe/stag (megaloceros)
Tradklan Tribe	Tradklan
Gluttonous Gorgers	Dinos, polyps, vanvettig odla
Skogsra Shade	Skogsra
Seekers	
Waiting Terror	Terror birds

Faction vs. Faction

Faction	Aggressive Toward
Swarm of Aegir	Plague of Aegir
Cats of Aegir	Fauna of Aegir, Tradklan
Raises when killed:	—
Tradklan	
Tradklan	Fauna of Aegir
Lowers when killed	Skalklan, Bergklan
Gluttonous Gorgers	Fauna of Aegir, Tradklan
Skogsra Shade	Tradklan
Seekers	
Raises when killed:	—
Tradklan,	
The Remnants	
Waiting Terror	Fauna of Aegir, Tradklan, Cats of Aegir

Factions That Can Be Altered

Cats of Aegir
Tradklan
Skogsra

Nearby Services

NOTE

Check the "City Maps" section of this guide for more information on merchants, services, and locations for each town.

Hagall



Merchants

Armor	Dye
Chain	Cloth
Cloth	Enamel
Leather	Leather
Mithril	Poison
Studded	Bows
	Arrows
Crafting	Weapon
Alchemy	Focus Staves
Clothworking	Hand-to-Hand
Leatherworking	Mithril
Metalworking	Staves
Spellcrafting	Throwing
Woodworking	

Merchants (cont.)

Trainers	Services
Berserker	Healer
Bonedancer	Vault Keeper
Healer	
Hunter	Horse Routes
Runemaster	Aegirhamn
Savage	Bjarken
Shadowblade	Dyrfjell
Shaman	Knarr
Skald	
Spiritmaster	Crafting Areas
Thane	Alchemy Table
Warrior	Forge
	Lathe

Encounters

What Happened to a Fair Fight?



In one of the skogsra tree camps in Faraheim, you encounter a skogsra named Dalicren. Dalicren is an easy fight for a full group of level 40+. That is, until he calls for help. Crowd control is a must here, as the adds he brings are abundant. Bringing an extra group of friends may be wise here, but a well-organized group can take care of business.

Beam Me Away, Scotty



Another named skogsra, Boligar, runs amuck in a skogsra tree camp. Boligar is paranoid and can teleport players he sees as a threat far away from the encounter. While this sounds like a tremendous power, it really is an annoyance. A group of 40s should have no trouble taking him and his entourage down. That is, if they don't mind making the trip back to him a few times.

Morbax and His Killers



Morbax is a named cicada killer that a group of high 30s to low 40s might find intriguing. He's orange con to a 50 and has the power to debuff players. There's a swarm of cicada killers close by, so watch out for adds. This is a good place to camp, provided you keep the adds under control.

I Feel Like Chicken Tonight....



Goretooth is one tough bird whom you should approach with caution. A full group of level 40s is a good idea when facing the named blood render. Watch for Goretooth to use vicious poison, DoTs, and stun spells. To add to the difficulty of this MOB, a pack of other red and purple con chickens surround Goretooth, so be wary of BAF.

Merry Band of Skogsra



A group of patrolling skogsra lead by Pathfinder Folar, roams Faraheim. His mission is to keep the forest safe from players like you. Folar's merry band of skogsra includes a handful of treehands and woodsmen. This is a great encounter for a group of low 40s. Keep a Healer safe from the stray skogsra so that he can keep his healing hand on the group.

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Trude and His Loyal Camp



In a camp of primitive tradklans, you meet a chief named Trude and his shaman companion, Unne, a loyal servant ready to heal his chief in battle. Have strong crowd control here; a few of his tribesman will come to Trude's aid during the fight. A group of low level 40s is sure to have a good time here, provided you have a good Healer and mezzor.

When Hunters Become the Hunted....



Boko, another named tradklan, resides in Faraheim. He leads a group of hunters hunting stags and other game to feed the clan. You can take down Boko and his group of hunters with a small group of level 40s.

Valmack, Bird of Terror

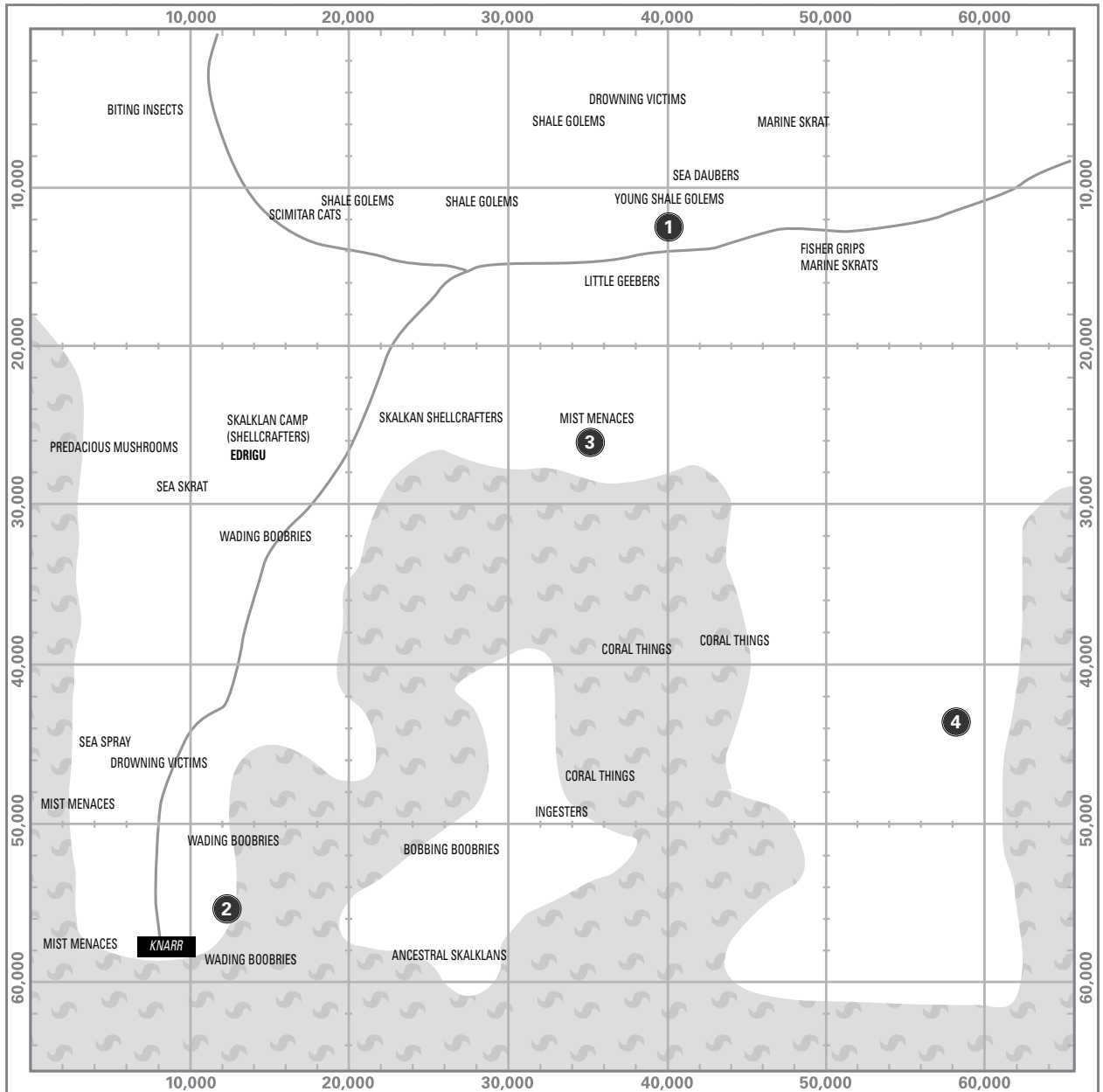


Look out for a gaggle of terror birds lead by Valmak as you wander the forests of Faraheim. These birds have some nasty DoTs and can poison your party to great effect. A group of alert 40s can handle Valmak and company.

Enhanced Monster AI

- Dalicren (Level 55)—leader of the first skogsra camp (NE of Hagall). Be cautious if you face Dalicren; he may whistle for other skogsra to attack you.
- Boligar (Level 55)—leader of the second skogsra camp (N of Iarnwood border). Boligar is in control of powerful magic. In addition to his mesmerizing abilities, he can also teleport attackers a distance away.

Munin Sound



Monster Levels

Monster Level Range: 10–44

Monster Name	Level
ancestral skalklan	32, 34, 36
ancient shale golem	33
biting insect	10–12
bobbing boobrie	32, 34
coral thing	35, 37
drowning victim	21–25
Edrighu	34
fisher grip	35
fisher grip	35, 36, 38, 39
focus stone	50
forest grazer calf	0
Ghirni	25
greater myling	35, 37
horse	55
ingester	30–33
lesser sylvanshade	0
little greeber	29, 30
lunger	1
marine skrat	32, 34
mist menace	24–28
Modolf	26
morvalt renegade	25
mygga	7
predacious mushroom	18–21
scimitar cat	18–20
sea dauber	28, 30, 32
sea skrat	19–23
sea spray	19–22
shale golem	21–25
sjoalf cleanser	38, 39
sjoalf cultist	32, 34
sjoalf disciple	29, 31, 32
sjoalf purifier	42
sjoalf ritualist	39, 40
sjoalf sacrificer	40, 42, 44
sjoalf worshipper	36–39
skalklan shellcrafter	21–24
skalklan shellsplitter	25
skalklan trailfinder	23

Monster Name	Level
skalklan trailmaker	26
teleport stone	50
Terhi Otila	50
tidal grip	29, 31
Urtzi	39
vanvettig odla	42, 44
wading boobrie	21–24
washed-up skeleton	36, 37, 39
water cat	21–23
young scimitar cat	17, 18
young shale golem	26, 28

Zone Factions

Factions Represented

Faction	Monsters
Sjoalf	Sea elves
Vind Rytaren	Wind Riders (griffons)
Skalklan Tribe	Shell Clan Neanderthals

Faction vs. Faction

Faction	Aggressive Toward
Sjoalf	Attack Neanderthals
Waiting Terror	Shrooms and Boobries that attack Neanderthals

Gluttonous Gorgers Dinosaurs will attack the Neanderthals

Factions That Can Be Altered

Skalklan tribe

Nearby Services

NOTE

Check the "City Maps" section of this guide for more information on merchants, services, and locations for each town.

Knarr



Merchants

Armor	Hand-to-Hand
Chain	Mithril
Cloth	Shield
Leather	Spears
Mithril	Sword
Padded	Throwing
Studded	Two-Handed
Crafting	Services
Alchemy	Enchanter
Clothworking	Healer
Leatherworking	Recharger
Metalworking	Smith
Woodworking	Vault Keeper
Dye	Horse Routes
Cloth	Aegirhamn
Enamel	Bjarken
Leather	Hagall
Weapon	Crafting Areas
Arrows	Alchemy Table
Axe	Forge
Bows	Lathe
Hammer	

Encounters

Here Today, Golem Tomorrow



Atop a rock where the shale golems reside spawns an ancient shale golem. This makes a rewarding fight for a group of level 20 adventurers. While he might nuke a little hard for his level, he has weak magic and weapon resists. Just keep the heals coming.

Isle of Fun and Leveling



East of the seaside town of Knarr is an island filled with level 30 MOBs, where groups of level 20-something players can grind. It is a great spot for level 30 players to solo. Coral things are one of the more interesting monsters there, as they teleport across the island via large stone monoliths.

Rain, Rain, Go Away



Groups of level 20 players will appreciate the abundance of mist menaces in Munin Sound. These creatures are solitary beings that come in single pulls. Watch out when it rains, though, as they become stronger.

Urtzl and Friends



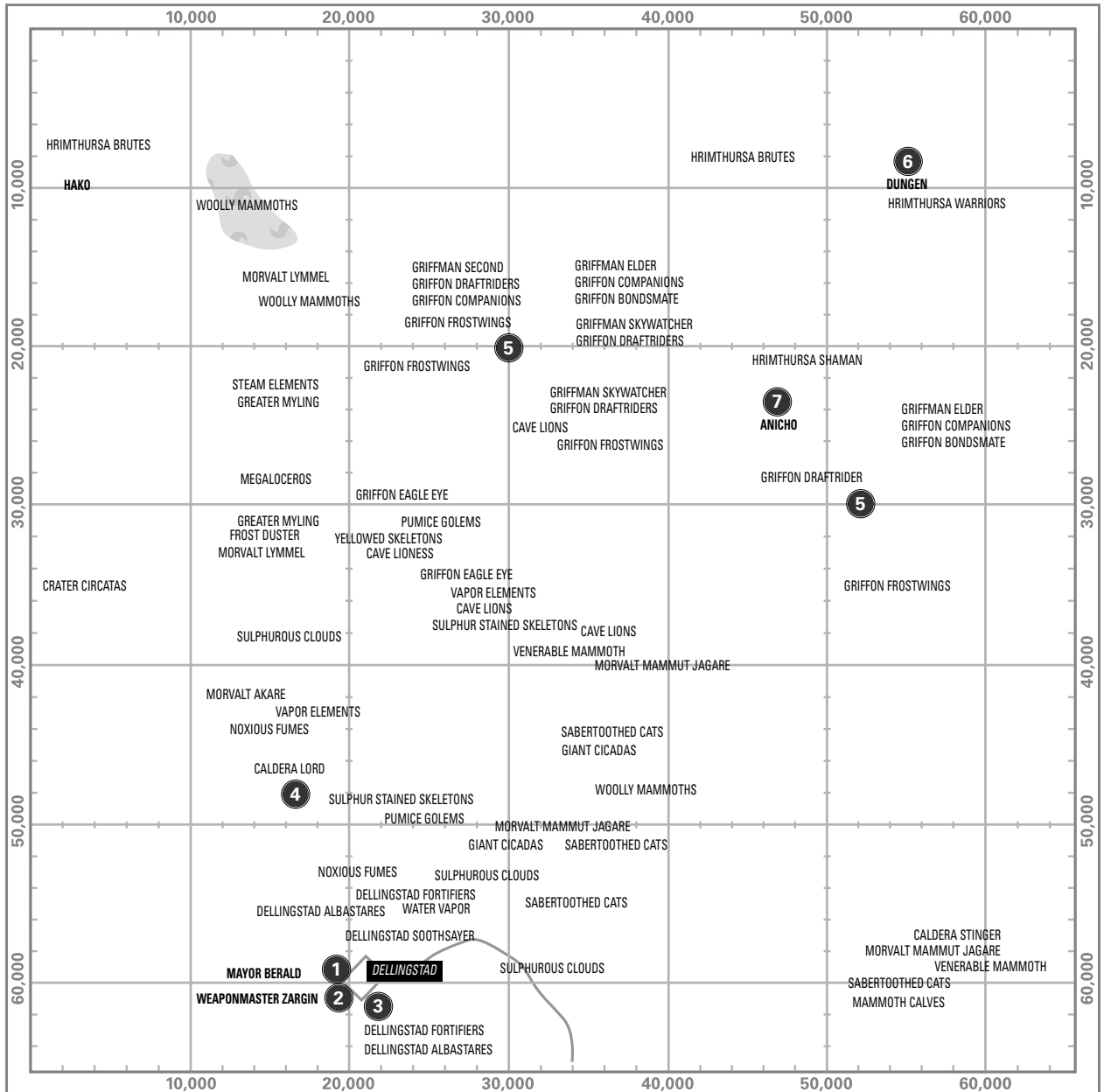
Urtzl, a sjoalf surrounded by worshippers and cleaners, is one of the highest-level MOBs in Munin Sound and boasts an impressive arsenal of nuking spells. A group of low 30s is needed to kill this avatar. Keep the nuking off the casters and on the tanks, and there should be no casualties.

Enhanced Monster AI

- Coral things (on island only). When entering into the vicinity of one of the stones on the island, the coral things may teleport themselves to another stone on the island.



Delling Crater



Monster Levels

Monster Level Range: 31–61

Monster Name	Level
Anicho	45
basalt golem	43, 45
Brunhil	50
caldera lord	53, 55
caldera stinger	49, 51
cave lion	42
cave lioness	38, 40
crater cicada	31, 32
Darlin the Ablastere	52
Dellingstad ablastere	48, 50, 52
Dellingstad citizen	45
Dellingstad fortifier	48, 50, 52
Dellingstad miner	45
Dellingstad soothsayer	52, 54
dummy golem	36
Emissary of Logi	65
eyrie tender	44, 46
Forgemaster Brungar	52
frost duster	33–35
frostwing harrier	48
giant cicada	44
greater myling	35, 37
griffman elder	57, 59, 61
griffman mender	50, 51
griffman second	50, 52
griffman skywatcher	54–57
griffman squawker	49, 51, 53
griffon bondmate	56, 58, 59
griffon companion	59, 61
griffon drafter	51, 53
griffon eagle-eye	39, 41
griffon formation carrier	41
griffon frostwing	46, 48
griffon sweep leader	41
griffon sweeper	40
Grul Mgruk	50
hrimthursa brute	31, 33
hrimthursa guard	40–43
hrimthursa shaman	38–41
hrimthursa trophy-hunter	60

Monster Name	Level
hrimthursa warrior	42–45
inside the crater	0
Kampestein	45
Khrin	50
Klippe	43
mammoth calf	9
mammoth herdgaurd	39
mammoth matriarch	45
mastered weapon	48
Mayor Berald	52
megaloceros	44
morvalt akare	44, 45
morvalt blandare	44, 46
morvalt escort	50
morvalt lymmel	33, 34
morvalt mammut jagare	48
noxious fumes	42, 44
obsidian doomward	55
obsidian golem	45, 47
Ornulf	45
Peralat Griffon-slayer	65
pumice golem	35, 37
saber-toothed cat	46–49
Smastein	37
Spirit of the Forge	70
steam element	31, 32
sulphurous cloud	34, 36
sulphur-stained skeleton	42, 44
vapor element	35, 37
venerable mammoth	39, 41
water vapor	
Weaponmaster Zargin	54
woolly mammoth	33–35
yellowed skeleton	34, 36
Zargin's student	45

Zone Factions

Factions Represented

Faction	Monsters
Morvalt Samhalle	Morvalt
The Mammoth Migration	Mammoths
Swarm of Aegir	Caldera Stinger
Plague of Aegir	Crater Cicada
Cats of Aegir	Saber-toothed Cats
Vind Ryttaren	Griffons
Klipa Vaktaren	Griffmen
Fauna of Aegir	Megaloceros
Hrimthursa	Hrimthursa
People of Dellingsstad	Dellingsstad Dwarves, Kobolds
Elements of the Caldera	Golems, Clouds, and Elements

Faction vs. Faction

Faction	Aggressive Toward
Swarm of Aegir	Plague of Aegir (rarely cross paths)
Cats of Aegir	The Mammoth Migration, Fauna of Aegir, Klipa Vaktaren (very rare)
Vind Ryttaren	Hrimthursa
Klipa Vaktaren	Hrimthursa
Hrimthursa	Vind Ryttaren, Klipa Vaktaren
People of Dellingsstad	Elements of the Caldera
Elements of the Caldera	People of Dellingsstad

Factions That Can Be Altered

Vind Ryttaren
Klipa Vaktaren
Hrimthursa
The Remnants
People of Dellingsstad

Nearby Services

NOTE

Check the "City Maps" section of this guide for more information on merchants, services, and locations for each town.

Dellingsstad (Faction Town)



Merchants

Weapon

Axes

Swords

Dark Age of Camelot™ Shrouded Isles™

Encounters

Overthrow the Mayor?



The mayor and council reside in the small town hall in Dellingsstad, a city of hearty souls near the impact crater. If one had the ambition to invade the town, they'd need a couple of full groups of level 40+ players and some serious crowd control, as you could expect a few adds.

Animated Swords and Handful of Students



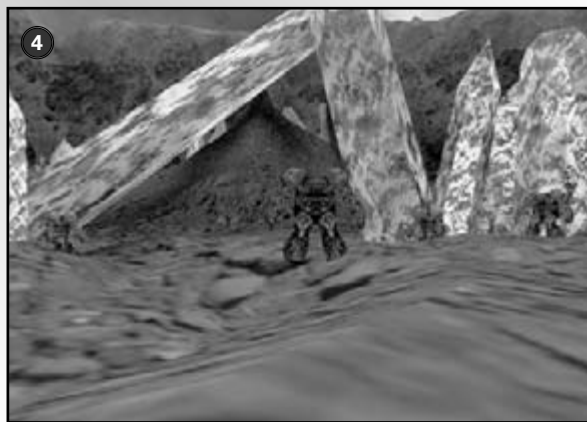
The Warrior who teaches self-defense to the citizens of Dellingsstad is man named Weaponsmith Zargin. This teacher has a few tricks up his sleeves, like being able to summon and animate swords to assist him and his students. As with all encounters within Dellingsstad, expect a lot of BAF and a long fight.

A Man and His Hammer



The next hero of Dellingsstad is Forgemaster Brungar who, while only orange con to a level 50, hits extremely hard. He's also crafted a powerful fire proc that doubles the melee damage on his golden two-handed hammer. You need a heroic party of 40+ characters and a bag full of good luck to defeat him.

Great Balls of Fire



Down in the center of Dellings Crater among the lords of the Calderas is the Emissary of Lodi. In times of need, obsidian doomward spawns run to his side in battle. Hurling great balls of fire make this a challenging encounter for a full group of 45+ players, or two groups of lower 40s. No matter how you size the battle, you can expect a long, tough fight with this MOB and his goons.

Battles in the Clouds



In Delling Crater, you're bound to see a couple dozen massive spires piercing the clouds. On top of them, epic battles with griffons and their masters await. On any given spire, you come across a griffman elder or skywatcher, along with his griffon companion, bondmate, drafrider, or frostwing. Each spire is like its own camp; be wary, however, as patrolling griffons do add. Because of the high levels of these camps, travel heavy and bring some Healers.

The Cold Is the Least of Your Worries



Tuscaren Glacier is home to the high-level Ice Caves dungeon. Like in most dungeons, bring a large number of friends and careful pulling techniques. Battling the cold is one thing; battling numerous MOBs from a sloppy pull is a whole different story.

None Shall Pass



Anichos, a named hrimthursa giant, patrols near Tuscaren Glacier, keeping out any players who shouldn't be in the area. However, if you group up with seven other characters in their mid 30s, you can muscle through him and his henchmen.

Enhanced Monster AI

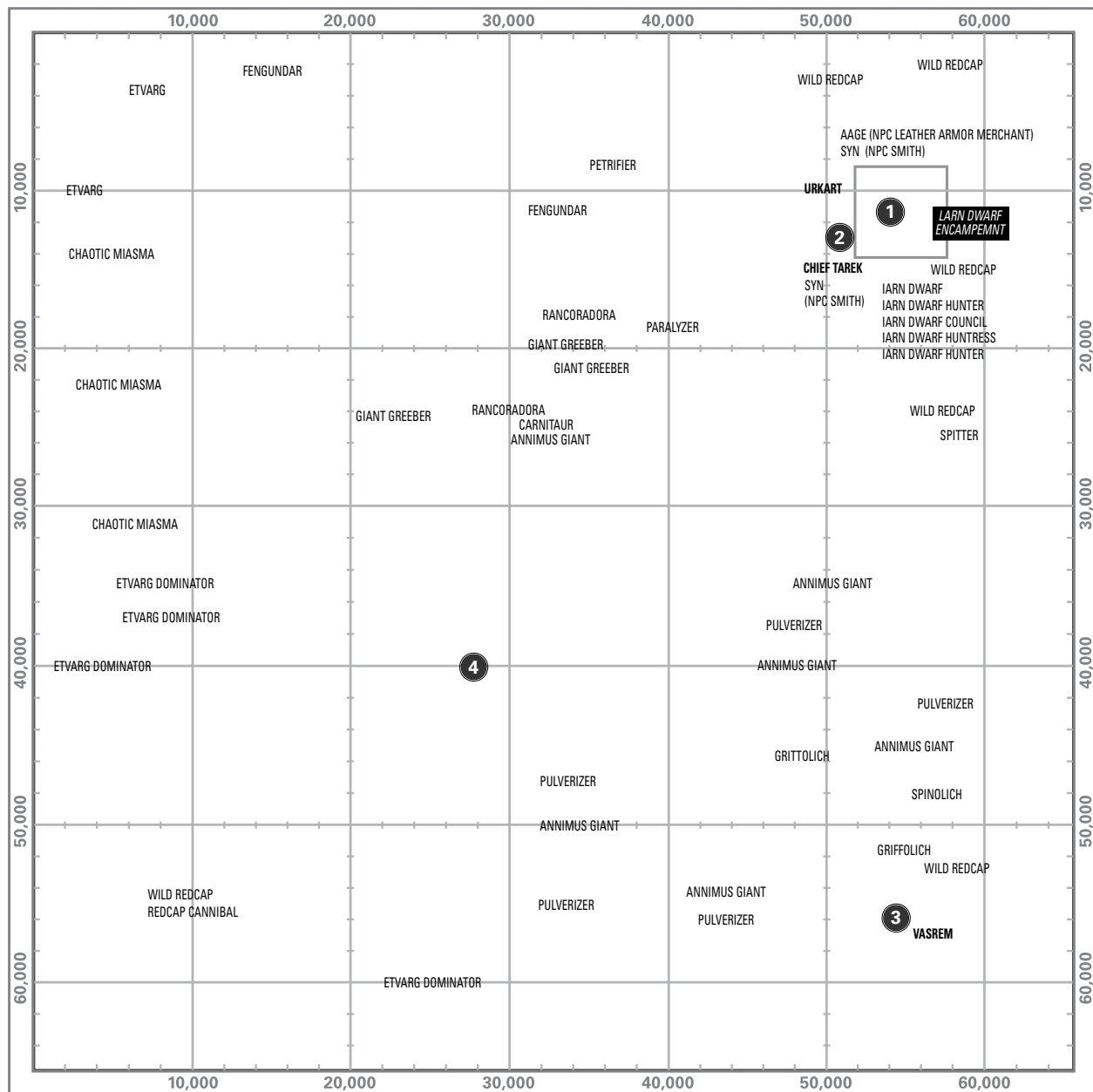
- There are many monsters in the zone that wander along the ground and in the air. The griffons, specifically, may fly high into the sky or along the ground. There are similar flying creatures within the caldera.
- Like the lower-level mylings in Gripklosa, greater mylings have the ability to shape shift into things, living or dead. Their normal form is that of a ghost. However, if they are attacked, they will change into a new form.
- All mammoths, except the mammoth bull, the mammoth herdguard, and all of the megaloceros, cower away from players.
- The hrimthursa on the lava flats travel in groups of three, lead by a Shaman who stands in the group's middle.
- The saber-toothed cats may hunt individually or in small groups.
- Most of the griffons harass giants if they get the opportunity. However, frostwing harriers have made it their goal in life to harass the giants as often as possible.

The Right Place at the Right Time

- **Forgemaster Brungar**—A dwarven master of making weapons and armor. If attacked, Brungar will call upon the Spirit of the Forge to aid him.
- **Brunhil**—A Kobold merchant in Dellingstad. When attacked, she eats a magical green leaf that makes her stronger. Additionally, at least six more NPCs come to her aid from outside her building.
- **Weaponmaster Zargin**—A dwarf and the master of all Norse-style weapons happily teaches his knowledge to other citizens of Dellingstad. Watch as he teaches his four students who are learning to fight dummy golems.
- **Khrin**—This is a slightly larger-than-average saber-toothed cat. He can lead up to seven other cats in his hunt for game (generally mammoths).
- **Peralt the Griffon-Slayer**—After years of trying to get rid of the griffons, most giants have given up. Peralt the Griffon-slayer and his group of trophy-hunters are among a handful of giants who have had success against the aerial foes. On his rare outings, Peralt makes a circuit around the bases of the eyries, attacking any griffon or griffman he sees.



larnwood



Monster Levels

Monster Level Range: 42–65

Monster Name	Level
animus giant	57, 59, 61
chaotic miasma	46, 48
chaotic miasma	46, 48
carnitaur	51, 53
Chief Tarek	70
etvarg	42, 44
etvarg dominator	49, 51
etvarg packleader	45, 52
fengundar	42–45
fengundar	42–45
fengundorm	54–57
giant greeber	44, 46
Grakin	48
griffolich	59, 61
iarn dwarf	46, 48
iarn dwarf council	54, 56
iarn dwarf hunter	50
iarn dwarf huntress	52
Koli	52
Masher	64
paralyzer	46–49
petrifier	42, 44
pulverizer	56–59
rancoradra	44, 45
redcap cannibal	50, 52
ringleader one	0
ringleader two	0
Rognar	65
spitter	50, 51
spinolich	65
Unok	55
Urkart	55
Vasrem	70
wild redcap	49, 51, 53

Zone Factions

Factions Represented

Faction	Monsters
Servants of Iarnvidiur	Etvargs, Fengundar, animus giants
Blood Reavers	Redcaps
Gluttonous Gorgers	Spitters, carnitaurs
The Remnants	Iarn dwarves

Faction vs. Faction

Faction	Aggressive Toward
Blood Reavers	Remnants
Gluttonous Gorgers	Remnants

Factions That Can Be Altered

Servants of Iarnvidiur

Nearby Services

NOTE

Check the "City Maps" section of this guide for more information on merchants, services, and locations for each town.

Iarn Dwarf Encampment (Faction Town)



Merchants

Armor
Leather

Encounters

Come One, Come All!



With a large enough raiding party—two or more full groups of level 45+ players—you might be able to storm the dwarf town of Iarn and slay Chief Tarek and his high council. Thankfully, Chief Tarek doesn't have a lot of special powers once you get to him. On the flip side, he can absorb a lot of damage, making him one of the tougher MOBs in the zone.

A Skald Named Urkart



On the outskirts of the dwarven town of Iarn, you might see a Skald named Urkart along with a couple hunters. Looking to kill anything threatening the fair village, Urkart and company can be a handful for a full group of level 40s. In addition to hitting really hard with his two-handed axe, he has strong DD shouts.

Vasram and His Cohorts



A lich named Vasram hunts within the tall trees of Iarnwood along with his cohorts. He uses powerful life-taps, and debuffs and is a handful for two groups of level 45+ players.

Ironwood Dungeon Is No Place For Newbies



Ironwood dungeon requires multitudes of high-level groups to storm. So gather up your buddies and make your way in. Thank the Healer for keeping the group afloat. Good luck.

The Right Place at the Right Time

- **Wolfpacks:** If you explore this area at night, beware that etvargs prowl by the light of the moon in small packs. Dawn brings an end to their nightly exploits.



Aegir Master Merchant List

Armor

Mjuklaedar Leather

Eero	Aegirhamn
Dalea Gronholm	Aegirhamn
Borra	Bjarken
Hadr	Bjarken
Asa	Dyrfjell
Natania Hadrosk	Hagall
Aage	Iarn Dwarf Encampment
Lyyli	Knarr
Qwinhild Rockbreaker	Knarr

Padded Armor

Eero	Aegirhamn
Dalea Gronholm	Aegirhamn
Borra	Bjarken
Hadr	Bjarken
Asa	
Dyrfjell	
Natania Hadrosk	Hagall
Davyn Hakoson	Knarr
Qwinhild Rockbreaker	Knarr

Pansarkedja Chain

Eero	Aegirhamn
Kauko	Aegirhamn
Borra	Bjarken
Hadr	Bjarken
Asa	Dyrfjell
Natania Hudrosk	Hagall
Cadbg	Hagall
Qwinhild Rockbreaker	Knarr
Svadi Tyrkirson	Knarr

Starkakedja Chain

Eero	Aegirhamn
Kauko	Aegirhamn

Hadr	Bjarken
Asa	Dyrfjell
Natania Hudrosk	Hagall
Cadbg	Hagall
Qwinhild Rockbreaker	Knarr
Svadi Tyrkirson	Knarr

Starkalaedar Leather

Eero	Aegirhamn
Dalea Gronholm	Aegirhamn
Hadr	Bjarken
Asa	Dyrfjell
Natania Hadrosk	Hagall
Aage	Iarn Dwarf Encampment
Lyyli	Knarr
Qwinhild Rockbreaker	Knarr

Starkaskodd Studded

Sela Gorgunson	Aegirhamn
Yrling	Aegirhamn
Eero	Aegirhamn
Hadr	Bjarken
Styrkar Svein	Dyrfjell
Asa	Dyrfjell
Natania Hudrosk	Hagall
Blan	Hagall
Koll Stonesmasher	Knarr
Qwinhild Rockbreaker	Knarr

Stelskodd Studded

Sela Gorgunson	Aegirhamn
Yrling	Aegirhamn
Eero	Aegirhamn
Hadr	Bjarken
Borra	Bjarken
Styrkar Svein	Dyrfjell
Asa	Dyrfjell
Natania Hudrosk	Hagall

Blan	Hagall
Koll Stonesmasher	Knarr
Qwinhild Rockbreaker	Knarr

Svarkedja Chain

Kauko	Aegirhamn
Eero	Aegirhamn
Hadr	Bjarken
Asa	Dyrfjell
Natania Hudrosk	Hagall
Cadbg	Hagall
Qwinhild Rockbreaker	Knarr
Svadi Tyrkirson	Knarr

Svarlaedar Leather

Eero	Aegirhamn
Dalea Gronholm	Aegirhamn
Hadr	Bjarken
Asa	Dyrfjell
Natania Hadrosk	Hagall
Aage	Iarn Dwarf Encampment
Lyyli	Knarr
Qwinhild Rockbreaker	Knarr

Svaskodd Studded

Sela Gorgunson	Aegirhamn
Yrling	Aegirhamn
Eero	Aegirhamn
Hadr	Bjarken
Styrkar Svein	Dyrfjell
Asa	Dyrfjell
Natania Hudrosk	Hagall
Blan	Hagall
Koll Stonesmasher	Knarr
Qwinhild Rockbreaker	Knarr

Weapons

Two-Handed

Brynja	Aegirhamn
Niklaas	Aegirhamn
Darla	Bjarken
Tavis	Bjarken
Dotta	Dyrfjell
Olaf Vestein	Dyrfjell
Bodalia	Hagall
Ubbi Shalestone	Knarr
Esi Cnutson	Knarr
Thaddius Kelly	Wearyall Village

Arrows

Brynja	Aegirhamn
Yrjo	Aegirhamn
Hammond	Bjarken
Darla	Bjarken
Ari Gunnbjorn	Dyrfjell
Esi Cnutson	Knarr

Axes

Ama Kojvu	Aegirhamn
Brynja Torundd	Aegirhamn
Niklaas	Aegirhamn
Tavis	Bjarken
Ulio	Bjarken
Darla	Bjarken
Brunhil	Dellingstad
Styrkar	Dyrfjell
Dotta	Dyrfjell
Olaf Vestein	Dyrfjell
Bodalia	Hagall
Irsa Svalasdottir	Knarr
Esi Cnutson	Knarr
Ubbi Shalestone	Knarr

Bows

Brynja	Aegirhamn
Yrjo	Aegirhamn

Darla	Bjarken
Ari Gunnbjorn	Dyrfjell
Esi Cnutson	Knarr

Hammer

Ama Kojvu	Aegirhamn
Niklaas	Aegirhamn
Tavis	Bjarken
Ulio	Bjarken
Darla	Bjarken
Dotta	Dyrfjell
Olaf Vestein	Dyrfjell
Bodalia	Hagall
Esi Cnutson	Knarr
Irsa Svalasdottir	Knarr
Ubbi Shalestone	Knarr

Hand-to-Hand

Niklaas	Aegirhamn
Tavis	Bjarken
Dokko	Dyrfjell
Gyppa	Hagall
Raaka	Knarr

Spear

Brynja	Aegirhamn
Tavis	Bjarken
Darla	Bjarken
Dotta	Dyrfjell
Olaf Vestein	Dyrfjell
Bodalia	Hagall
Esi Cnutson	Knarr
Ubbi Shalestone	Knarr

Staves

Ama Kojvu	Aegirhamn
Jaana	Bjarken
Dotta	Dyrfjell
Gydala Halldis	Dyrfjell
Alfred Holdrosk	Hagall
Davyn Hakoson	Knarr

Sword

Ama Kojvu	Aegirhamn
Niklaas	Aegirhamn
Brynja Torundd	Aegirhamn
Tavis	Bjarken
Ulio	Bjarken
Darla	Bjarken
Forgemaster Brungar	
Weaponmanster	Dellingstad
Styrkar	Dyrfjell
Dotta	Dyrfjell
Olaf Vestein	Dyrfjell
Bodalia	Hagall
Irsa Svalasdottir	Knarr
Esi Cnutson	Knarr
Ubbi Shalestone	Knarr

Throwing

Yrjo	Aegirhamn
Hammond	Bjarken
Ari Gunnbjorn	Dyrfjell
Dotta	Dyrfjell
Bodalia	Hagall
Ubbi Shalestone	Knarr

Shields

Ama Kojvu	Aegirhamn
Ulio	Bjarken
Olaf Vestein	Dyrfjell
Irsa Svalasdottir	Knarr

Focus Staves

Aino	Aegirhamn
Jaana	Bjarken
Gydale Halldis	Dyrfjell
Alfred Holdrosk	Hagall
Davyn Hakoson	Knarr

Totem

Annika Rostislav Aegirhamn

Dyes

Cloth Dye

Suila Hendeus Aegirhamn
Bergthora Gunnhild Dyrfjell
Dgyve Hagall
Gilda Hagall
Makila Knarr
Ragi Knarr

Leather Dye

Suila Hendeus Aegirhamn
Bergthora Gunnhild Dyrfjell
Gilda Hagall
Makila Knarr

Metal Enamel

Taimi Merkalt Aegirhamn
Bergthora Gunnhild Dyrfjell
Gilda Hagall
Steinar Knarr

Poisons

Jyri Aegirhamn
Hammond Bjarken
Unn Hlifrefna Dyrfjell
Grelg Hagall
Jassy Hagall
Maarit Knarr

Portal Mechant

Stor Gothi Kurik Aegirhamn

Crafting Items

Alchemy

Urho Aegirhamn
Arnie Bjarken
Sisko Bjarken
Eija Dyrfjell
Acchilies Tredolph Hagall
Mikkal Hagall
Jarnsaxa Knarr
Reynilda Knarr

Armor Crafting

Gauk Aegirhamn
Pinja Aegirhamn
Ville Bjarken
Ingela Dyrfjell
Girdie Hemlock Hagall
Williamhina Hagall
Baldhere Knarr
Maerta Knarr

Fletching

Gauk Aegirhamn
Ville Bjarken
Ingela Dyrfjell
Girdie Hemlock Hagall
Maerta Knarr

Spellcrafting

Gauk Aegirhamn
Ville Bjarken
Ingela Dyrfjell
Girdie Hemlock Hagall
Mikkal Hagall

Tailoring

Gauk Aegirhamn
Pinja Aegirhamn
Irma Bjarken

Ville Bjarken
Ingela Dyrfjell
Girdie Hemlock Hagall
Williamhina Hagall
Baldhere Knarr
Maerta Knarr

Weaponcrafting

Gauk Aegirhamn
Pinja Aegirhamn
Ville Bjarken
Ingela Dyrfjell
Girdie Hemlock Hagall
Williamhina Hagall
Baldhere Knarr
Maerta Knarr

Services

Enchanter

Nibalk Aegirhamn
Meregrota Solvor Aegirhamn
Eyvund Glum Bjarken
Gardi Ljotolf Dyrfjell
Marjeta Mustanen Knarr

Guild Emblemeer

Mikaela Borjeson Aegirhamn

Guild Registrar

Niino Aegirhamn

Healer

Meeri Aegirhamn
Juura Aegirhamn
Kedra Aegirhamn
Alfdis Rannveig Bjarken
Dehaan Bjarken
Vanko Dyrfjell
Keelee Hagall
Klara Janson Knarr

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Name Registrar

Gunther Janson Aegirhamn

Recharger

Sonja Varinasdottir Aegirhamn
Eindridi Aki Bjarken
Hlif Dyrfjell
Arvaki Gerske Knarr

Smith

Thara Stonehammer Aegirhamn
Thrya Dyrfjell
Syn Iarn Dwarf Encampment
Adalstein Gronholm Knarr

Stable Master

Pallig Thorrisson Aegirhamn
Omolf Thorrisson Aegirhamn
Harek Kortson Bjarken
Tjasse Vindrson Dyrfjell
Beneir Halldorson Hagall
Alfrim Knarr

Vault Keeper

Vindr Ulffson Aegirhamn
Berge Bjarken
Gjaflaug Sigrid Bjarken
Ragna Sigrid Dyrfjell
Jura Hagall
Terhi Otila Knarr

Crafters

Alchemist Master

Edony Aegirhamn

Armorsmith Master

Lofn Aegirhamn

Fletchers Master

Brono Aegirhamn

Spellcrafting Master

Baakli Aegirhamn

Tailor Master

Geiti Aegirhamn

Weaponsmith Master

Beiwe Aegirhamn

Trainers

Berserker

Mielikka Aegirhamn
Reeta Bjarken

Bonedancer

Teija Aegirhamn
Sirkka Bjarken
Nikula Hagall

Healer

Fredi Aegirhamn
Kormak Bjarken
Frika Hagall

Hunter

Jolgeir Aegirhamn
Naddod Bjarken
Moeida Hagall

Mystic

Pedra Aegirhamn

Rogue

Jofrid Spioner Aegirhamn

Runemaster

Etta Greavers Aegirhamn
Skoni Hagall

Savage

Tuukka Aegirhamn
Veikko Bjarken
Seaja Hagall

Seer

Grenda Aegirhamn

Shadowblade

Rusalka Aegirhamn
Besja Bjarken
Sorli Hagall

Shaman

Airu Aegirhamn
Venlan Hagall
Riku Bjarken

Skald

Otik Aegirhamn
Regin Bjarken
Astra Hagall

Spiritmaster

Palda Aegirhamn
Truda Bjarken
Odwald Hagall

Thane

Pavla Aegirhamn
Kelsye Bjarken
Gudrik Hagall

Viking

Torold Sterkkrieger Aegirhamn

Warrior

Domalde Aegirhamn
Azer Bjarken
Dagna Hagall

Crafting Areas Alchemy Table

Aegirhamn
Dyrfjell
Hagall
Knarr

Forge

Aegirhamn
Bjarken
Dyrfjell
Hagall
Knarr

Lathe

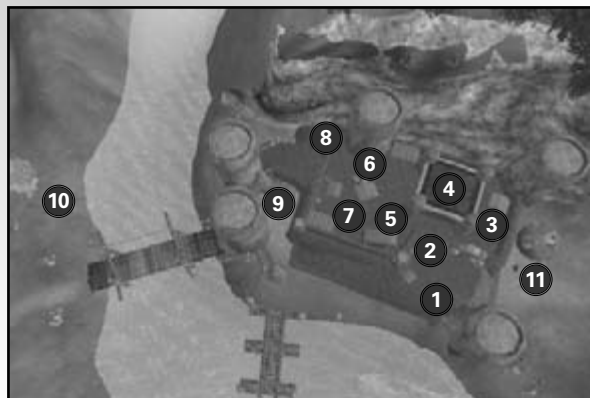
Aegirhamn
Bjarken
Dyrfjell
Hagall
Knarr

Aegir Master Quest Locator

QUESTS

Name	Level	Starting NPC	Starting Town/Zone	Classes
Trial of Strength	1	Trainer	Aegirhamn/Aegir's Landing	Rogues, Vikings
Bad Food	1	Trainer	Aegirhamn/Aegir's Landing	Mystic, Seer
Trial of Intelligence	2	Trainer	Aegirhamn/Aegir's Landing	Rogues, Vikings
Wealthy Prospects	2	Trainer	Aegirhamn/Aegir's Landing	Mystic, Seer
Mother's Dearest	3	Trainer	Aegirhamn/Aegir's Landing	Mystic, Seer
Trial of Bravery	3	Trainer	Aegirhamn/Aegir's Landing	Rogues, Vikings
Meet the Gods	4	Trainer	Aegirhamn/Aegir's Landing	Vikings
Meet the Gods	4	Trainer	Aegirhamn/Aegir's Landing	Rogues
Meet the Gods	4	Trainer	Aegirhamn/Aegir's Landing	Seer
Meet the Gods	4	Trainer	Aegirhamn/Aegir's Landing	Mystic
Helping Dalea	7	Trainer	Aegirhamn/Aegir's Landing	Berserker, Savage, Skald, Thane, Warrior
Bones of the Dead	7	Trainer	Aegirhamn/Aegir's Landing	Hunter, Shadowblade
Feathers	7	Trainer	Aegirhamn/Aegir's Landing	Healer, Shaman
Clan Business	7	Trainer	Aegirhamn/Aegir's Landing	Bonedancer, Runemaster, Spiritmaster
Dark Essence	11	Trainer	Aegirhamn/Aegir's Landing	Berserker, Savage, Skald, Thane, Warrior
Masrim's Spell	11	Trainer	Aegirhamn/Aegir's Landing	Hunter, Shadowblade
Trealine's Vision	11	Trainer	Aegirhamn/Aegir's Landing	Healer, Shaman
New Crest	11	Trainer	Aegirhamn/Aegir's Landing	Bonedancer, Runemaster, Spiritmaster
Ibicus	12	Ota Yrling, Longbeard, Karle Alfevson	Aegirhamn/Aegir's Landing	All classes
Kyllikki's Scrolls	14	Catla Gardasdottir	Aegirhamn/Aegir's Landing	All classes
Helping the Weaponsmith	25	Yrling	Aegirhamn/Aegir's Landing	All classes
Lost Maps	27	Sinna Redtoes	Aegirhamn/Aegir's Landing	All classes
Ota's Quest	30	Ota Yrling	Aegirhamn/Aegir's Landing	All classes
Juuso's Potion	33	Juuso	Dyrfjell/Aegir's Landing	All classes
The Morvalt Crystal	38	Kekov	Hagall/Faraheim	All classes
Gaszi's Nightmares	39	Luikko	Hagall/Faraheim	All classes
Gem of the Dwarven King	44	Abjorn Onefoot	Hagall/Faraheim	All classes
The Mammoth Hunt	45	Bothrar Hadd	Bjarkan/Gripklosa Mountains	All classes
Ancestral Secrets	48	Ota Yrling	Aegirhamn/Aegir's Landing	All classes
Stoneheart	50	Jago	Dyrfjell/Aegir's Landing	All classes

Aegirhamn (Zone: Aegir's Landing)



Name	Description
Niklaas	Hand-to-Hand, Axe, Hammer, Sword, and 2-Handed
Pinja	Crafting Merchant



Name	Description
Ama Kojvu	Axe, Hammer, Sword, Shield and Staff Merchant
Brynja Torundd	Axe, Bow, Arrow, Spear, Sword, and 2-Handed Weapon Merchant
Chieftan Guard Bolle	Guard
Eero	Padded, Chain, Leather, and Studded Armor Merchant
Jolgeir	Hunter Trainer
Yrjo	Throwing Weapon, Bow, and Arrow Merchant
Yrling	Studded Armor Merchant
Forge	—



Name	Description
Bernt	Townsperson
Gauk	Crafting Merchant
Meregrota Solvor	Enchanter
Mielikka	Berserker Trainer
Rusalka	Shadowblade Trainer
Sonja Varinasdottir	Recharger
Teija	Bonedancer Trainer
Urho	Crafting Merchant
Alchemy Table	—



Name	Description
Annika Rostislav	Totem Merchant
Catla Gardasdottir	Townsperson
Gunther Janson	Name Register
Karle Alfevson	Townsperson
Mikaela Borjeson	Guild Emblemeer
Niino	Guild Registrar
Ota Yrling	Townsperson
Vindr Ulffson	Vault Keeper



Name	Description
Geiti	Tailor Master
Lofn	Armorsmith Master
Longbeard	Townsperson
Dalea Gronholm	Padded and Leather Armor
Pavla	Thane Trainer
Styr	Townsperson
Thara Stonehammer	Smith
Beiwé	Weaponsmith Master
Brono	Fletchers Master



Name	Description
Airu	Shaman Trainer
Gazsi	Townsperson
Keirstyn	Townsperson
Nibalk	Enchanter
Palda	Spiritmaster Trainer

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Name	Description
Aino	Focus Staff Merchant
Baakli	Spellcraft Master
Domalde	Warrior Trainer
Edony	Alchemy Master
Etta Greavers	Runemaster Trainer
Fredi	Healer Trainer
Jofrid Spioner	Rogue Trainer
Kedra	Healer
Otik	Skald Trainer
Pedra	Mystic Trainer
Rania	Townsperson
Tuukka	Savage Trainer



Name	Description
Idena Blaimmel	Townsperson
Jyri	Poison Merchant
Suila Hendeus	Dye Merchant



Name	Description
Barkeep Kaari	Townsperson
Grenda	Seer Trainer
Jorund Bruttstein	Townsperson
Juura	Healer
Sinna Redtoes	Townsperson
Taimi Merkalt	Dye Merchant
Torold Sterkkrieger	Viking Trainer
Trealine	Townsperson



Name	Description
Chiefess Guard Tyyne	Guard
Kauko	Chain Armor Merchant
Kyllikki	Townsperson
Pallig Thorrison	Stablemaster
Sela Gorgunson	Studded Armor Merchant



Name Description

Chieftan Guard Kolr	Guard
Meeri	Healer
Omolf Thorrison	Stablemaster
Stor Gothi Kurik	Portal Scroll Merchant

Quests

Name	Level	Starting NPC	Class
Trial of Strength	1	Trainer	Rogues and Vikings
Bad Food	1	Trainer	Mystic and Seer
Trial Of Intelligence	2	Trainer	Rogues and Vikings
Wealthy Prospects	2	Trainer	Mystic and Seer
Mother's Dearest	3	Trainer	Mystic and Seer
Trial Of Bravery	3	Trainer	Rogues and Vikings
Meet the Gods	4	Trainer	Vikings
Meet the Gods	4	Trainer	Rogues
Meet the Gods	4	Trainer	Seer
Meet the Gods	4	Trainer	Mystic
Helping Dalea	7	Trainer	Berserker, Savage, Skald, Thane, and Warrior
Bones Of The Dead	7	Trainer	Hunter, and Shadowblade
Feathers	7	Trainer	Healer, and Shaman
Clan Business	7	Trainer	Bonedancer, Runemaster, and Spiritmaster
Dark Essence	11	Trainer	Berserker, Savage, Skald, Thane, and Warrior
Masrim's Spell	11	Trainer	Hunter and Shadowblade
Trealine's Vision	11	Trainer	Healer and Shaman
New Crest	11	Trainer	Bonedancer, Runemaster, and Spiritmaster
Ibicus	12	Ota Yrling, Longbeard, and Karle Alfevson	All Classes
Kyllikki's Scrolls	14	Catla Gardasdottir	All Classes
Helping the Weaponsmith	25	Yrling	All Classes
Lost Maps	27	Sinna Redtoes	All Classes
Ota's Quest	30	Ota Yrling	All Classes
Ancestral Secrets	48	Ota Yrling	All Classes

Aegirhamn Complete NPC List



MERCHANTS

Name	Merchant Type	Item Types	Location
Aino	Weapon	Runemaster, Spiritmaster, and Bonedancer Focus Staves	7
Ama Kojvu	Weapon	Axe, Hammer, Sword, Shields, and Staves	2
Annika Rostislav	Totem	Bounty Point Items	4
Brynja Torundd	Weapon	Axes, Bow, Arrows, Spears, Sword, and 2-Handed Weapons	2
Eero	Armor	Mjuklaedar, Svarlaedar, Starkalaedar Leather, Stelskodd, Svarskodd, Starkaskodd Studded, Pansarkedja, Svarkedja, Starkakedja Chain, and Padded	2
Gauk	Crafting Merchant	Spellcrafting, Fletching, Tailoring, Weapon, and Armor Crafting Supplies	3
Jyri	Poison	Poisons	8
Kauko	Armor	Pansarkedja, Svarkedja, Starkakedja Chain	10
Niklaas	Weapon	Hand-to-Hand, Axe, Hammer, Sword, and 2-Handed	1
Dalea Gronholm	Armor	Mjuklaedar, Svarlaedar, Starkalaedar Leather, and Padded Armor	5
Pinja	Crafting	Tailoring, Weapon and Armor Crafting Supplies	1
Sela Gorgunson	Armor	Stelskodd, Svarskodd, and Starkaskodd Studded	10
Stor Gothi Kurik	Portal	Portal Scrolls	11
Suila Hendeus	Dye	Cloth and Leather Dye	8
Taimi Merkalt	Dye	Metal Enamel	9
Urho	Crafting	Alchemy	3
Yrjo	Weapon	Throwing, Bows, and Arrows	2
Yrling	Armor	Stelskodd, Svarskodd, and Starkaskodd Studded Armor	2

TRAINERS

Name	Trainer Type	Location
Airu	Shaman	6
Domalde	Warrior	7
Etta Greavers	Runemaster	7
Fredi	Healer	7
Grenda	Seer	9
Jofrid Spioner	Rogue	7
Jolgeir	Hunter	2
Mielikka	Berserker	3
Otik	Skald	7
Palda	Spiritmaster	6
Pavla	Thane	5
Pedra	Mystic	7
Rusalka	Shadowblade	3
Teija	Bonedancer	3
Torold Sterkkrieger	Viking	9
Tuukka	Savage	7

SERVICES

Name	Service Type	Location
Gunther Janson	Name Registrar	4
Juura	Healer	9
Kedra	Healer	7
Meeri	Healer	11
Meregrota Solvor	Enchanter	3
Mikaela Borjeson	Guild Emblemer	4
Nibalk	Enchanter	6
Niino	Guild Registrar	4
Sonja Varinasdottir	Recharger	3
Thara Stonehammer	Smith	5
Vindr Ulfsson	Vault Keeper	4

CRAFTERS

Name	Craft Type	Location
Baakli	Spellcrafters Master	7
Edony	Alchemy Master	7
Geiti	Tailor Master	5
Lofn	Armorsmith Master	5
Beiwe	Weaponsmith Master	5
Brono	Fletchers Master	5

NPCs

Name	Location
Barkeep Kaari	9
Bernt	3
Catla Gardasdottir	4
Chieftan Guard Bolle	2
Chieftan Guard Kolr	11
Chieftess Guard Tyyne	10
Gazsi	6
Idena Blaimmel	8
Jorund Bruttstein	9
Karle Alfevson	4
Keirstyn	6
Kyllikki	10
Longbeard	5
Ota Yrling	4
Rania	7
Sinna Redtoes	9
Styr	5
Trealine	9

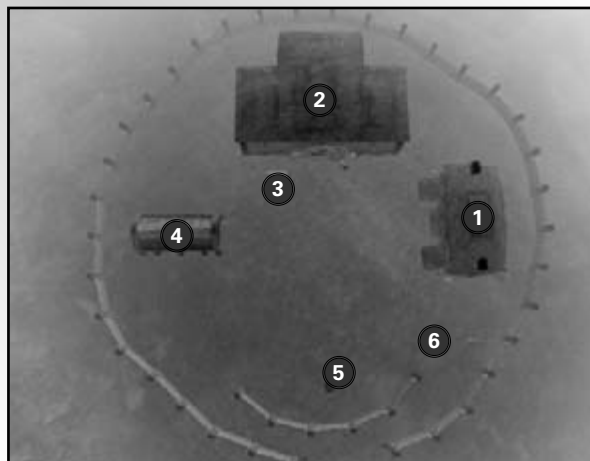
STABLES

Stable Master	Ticket Destinations	Location
Pallig Thorrison	Dyrfjell, Bjarken	10
Omolf Thorrison	Knarr, Hagall	11

CRAFTING AREAS

Crafting Area	Location
Alchemy Table	3
Forge	2
Lathe	2

Bjarken (Zone: Gripklosa Mountains)



Name	Description
Besja	Shadowblade Trainer
Borra	Padded, Leather, Studded, and Chain Merchant
Eyvund Glum	Enchanter
Kerk	Townsperson
Mysing	Townsperson
Naddod	Hunter Trainer



Name	Description
Alfdis Rannveig	Healer
Arnie	Crafting Merchant
Avang	Townsperson
Azer	Warrior Trainer
Berge	Vault Keeper
Bothrar Hadd	Townsperson
Frakki	Townsperson
Hadr	Padded, Leather, Studded, and Chain Armor Merchant
Irma	Crafting Merchant
Isreb	Townsperson
Jaana	Staff and Focus Staff Merchant
Kelsye	Thane Trainer
Kormak	Healer Trainer
Reeta	Berserker Trainer
Regin	Skald Trainer
Tavis	Axe, Hammer, Spear, Sword, and 2-Handed Weapon Merchant
Topi	Townsperson
Ulio	Axe, Hammer, Shield, and Sword Merchant
Veikko	Savage Trainer
Ville	Crafting Merchant
Yvette	Townsperson



Name	Description
Darla	Arrow, Bow, Axe, Hammer, Spear, Sword, and 2-Handed Weapon Merchant
Hammond	Arrows, Poisons, and Throwing Weapon Merchant
Forge	—
Lathe	—



Name	Description
Barkeep Gjerta	Townsperson
Eindridi Aki	Recharger
Gjaflaug Sigrid	Vault Keeper
Jaklyr	Townsperson
Sisko	Crafting Merchant
Truda	Spiritmaster Trainer
Yngvild	Townsperson



Name	Description
Harek Kortson	Stablemaster



Name	Description
Gretta	Townsperson
Merja	Townsperson

Quests

Name	Level	Starting NPC	Class
The Mammoth Hunt	45	Bothrar Hadd	All Classes

Bjarken Complete NPC List



MERCHANTS

Name	Merchant Type	Item Types	Location
Arnie	Crafting	Alchemy Supplies	2
Borra	Armor	Padded, Mjuklaedar Leather, Stelskodd Studded, and Pansarkedja Chain	1
Darla	Weapon	Arrows, Bows, Axes, Hammer, Spear, Sword, and 2-Handed	3
Hadr	Armor	Mjuklaedar, Svarlaedar, Starkalaedar Leather, Stelskodd, Svarskodd, Starkaskodd Studded, Pansarkedja, Svarkedja, Starkakedja Chain, and Padded	2
Hammond	Weapon	Arrows, Poisons, and Throwing Weapons	3
Irma	Crafting	Tailoring	2
Jaana	Weapon	Staves, Runemaster, Spiritmaster, and Bonedancer Focus Staves	2
Sisko	Crafting	Alchemy Supplies	4
Tavis	Weapon	Axes, Hammers, Spears, Swords, and 2-Handed Weapons	2
Ulio	Weapon	Axe, Hammer, Shield, and Sword	2
Ville	Crafting	Spellcrafting, Fletching, Tailoring, Armor, and Weapon Crafting Supplies	2

TRAINERS

Name	Trainer Type	Location
Azer	Warrior	2
Besja	Shadowblade	1
Kelsye	Thane	2
Kormak	Healer	2
Naddod	Hunter	1
Reeta	Berserker	2
Regin	Skald	2
Riku	Shaman	2
Sirkka	Bonedancer	2
Truda	Spiritmaster	4
Veikko	Savage	2

SERVICES

Name	Service Type	Location
Alfdis Rannveig	Healer	2
Berge	Vault Keeper	2
Eindridi Aki	Recharger	4
Eyvund Glum	Enchanter	1
Gjaflaug Sigrid	Vault Keeper	4

NPCs

Name	Location
Avang	2
Barkeep Gjerta	4
Bothrar Hadd	2
Frakki	2
Gretta	6
Isreb	2
Jaklyr	4
Kerk	1
Merja	6
Mysing	1
Topi	2
Yngvild	4
Yvette	2

STABLES

Stable Master	Ticket Destinations	Location
Harek Kortson	Aegirhamn, Dyrfjell, Hagall, and Knarr	5

CRAFTING AREAS

Crafting Area	Location
Forge	3
Lathe	3

Dellingstad (Zone: Delling Crater)



NOTE

Dellingstad is a Faction town. The inhabitants of this town can be either neutral or aggressive to you, depending on your Faction with them.



Name	Description
Forgemaster Brungar	Weaponmanster
Sword Merchant	



Name	Description
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Brunhil	Axe Merchant
Vorklad	Townsperson
Zargin	Townsperson

Dellingstad Complete NPC List

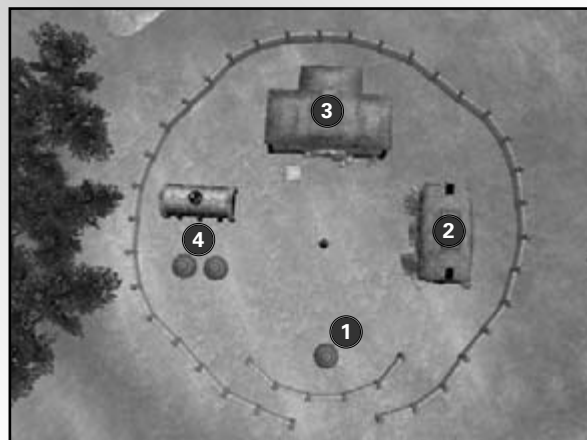
MERCHANTS

Name	Merchant Type	Item Types	Location
Brunhil	Weapon	Axes	2
Forgemaster	Weapon	Swords	1
Brungar			
Weaponmanster			

NPCs

Name	Location
Vorklad	2
Zargin	2

Dyrfjell (Zone: Aegir's Landing)



Name	Description
------	-------------

Tjasse Vindrson	Stablemaster
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Name	Description
Ari Gunnbjorn	Bow, Arrow, and Throwing Weapon Merchant
Asa	Padded, Leather, Studded, and Chain Armor Merchant
Dakko	Hand-to-Hand Weapon Merchant
Dotta	Axe, Hammer, Spear, Sword, Staff, Hand-To-Hand, Throwing, and 2-Handed Weapon Merchant
Eirvk Ketil	Townsperson
Gydala Halldis	Staff and Focus Staff Merchant
Ingela	Crafting Merchant
Isrod	Townsperson
Olaf Vestein	Axes, Sword, Hammer, Spear, Shield, and 2-Handed Weapon Merchant
Styrkar Svein	Axes, Swords, and Studded Armor Merchant
Unn Hlifrefna	Poison Merchant
Alchemy Table	—
Lathe	—



Name	Description
Barkeep Edda	Townsperson
Bergthora Gunnhild	Dye Merchant
Eija	Crafting Merchant
Gardi Ljotolf	Enchanter
Thrya	Smith
Vanko	Healer
Forge	—



Name	Description
Jago	Townsperson
Juuso	Townsperson
Hlif	Recharger
Ragna Sigrid	Vault Keeper

Quests

Name	Level	Starting NPC	Class
Juuso's Potion	33	Juuso	All Classes
Stoneheart	50	Jago	All Classes

Dyrfjell Complete NPC List



MERCHANTS

Name	Merchant Type	Item Types	Location
Ari Gunnbjorn	Weapon	Arrows, Bows, and Throwing Weapons	2
Asa	Armor	Mjuklaedar, Svarlaedar, Starkalaedar Leather, Stelskodd, Svarskodd, Starkaskodd Studded, Pansarkedja, Svarkedja, Starkakedja Chain, and Padded	2
Bergthora Gunnhild	Dye	Cloth Dye, Leather Dye, and Metal Enamel	3
Dakko	Weapon	Hand-to-Hand	2
Dotta	Weapon	Axes, Hammers, Spears, Swords, Staves, Hand-to-Hand, Throwing, and 2-Handed	2
Eija	Crafting	Alchemy Supplies	3
Gydala Halldis	Weapon	Staves Runemaster, Spiritmaster, and Bonedancer Focus Staves	2
Ingela	Crafting	Spellcrafting, Fletching, Tailoring, Armor, and Weapon Crafting Supplies	2
Olaf Vestein	Weapon	Axes, Swords, Hammers, Spears, Shields, and 2-Handed	2
Styrkar Svein	Weapon	Axes, Swords, Stelskodd, Svarskodd, and Starkaskodd Studded Armor	2
Unn Hlifrefna	Poison	Poisons	2

SERVICES

Name	Service Type	Location
Gardi Ljotolf	Enchanter	3
Hlif	Recharger	4
Ragna Sigrid	Vault Keeper	4
Thrya	Smith	3
Vanko	Healer	3

NPCs

Name	Location
Barkeep Edda	3
Eirvk Ketil	2
Isrod	2
Jago	4
Juuso	4

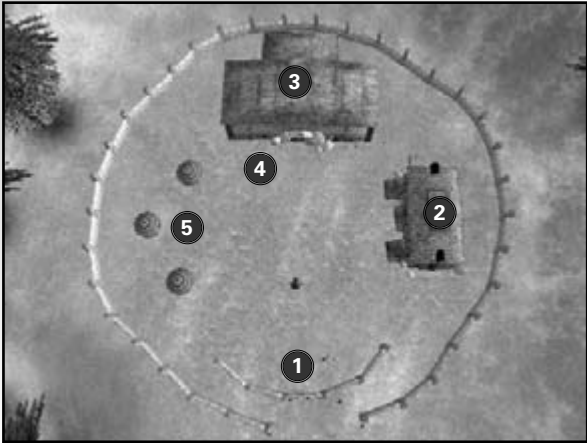
STABLES

Stable Master	Ticket Destinations	Location
Tjasse Vindrson	Aegirhamn, Bjarken, Hagall	1

CRAFTING AREAS

Crafting Area	Location
Alchemy Table	2
Forge	3
Lathe	2

Hagall (Zone: Faraheim)



Name	Description
Beneir Halldorson	Stablemaster

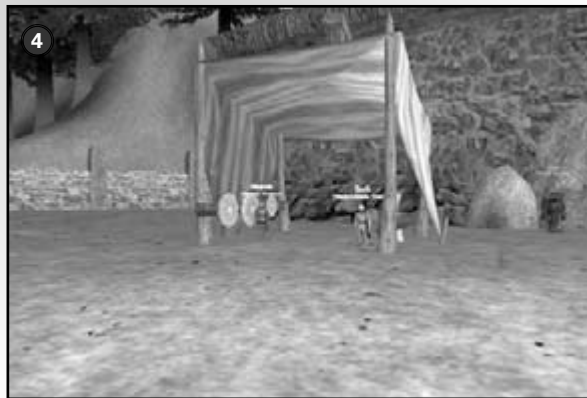


Name	Description
Abjorn Onefoot	Townsperson
Acchilies Trelolph	Crafting Merchant
Astra	Skald Trainer
Dehaan	Healer
Gudrik	Thane Trainer
Jura	Vault Keeper
Keelee	Healer
Seaja	Savage Trainer
Alchemy Table	—
Forge	—
Lathe	—

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Name	Description
Alfred Holdrosk	Staff and Focus Staff Merchant
Barkeep Olan	Townsperson
Bodalia	Throwing, Axe, Hammer, Spear, Sword, and 2-Handed Weapon Merchant
Circa	Townsperson
Dagna	Warrior Trainer
Frika	Healer Trainer
Girdie Hemlock	Crafting Merchant
Gyppa	Hand-to-Hand Weapon Merchant
Jassy	Poison Merchant
Kekov	Townsperson
Luikko	Townsperson
Natania Hadrosk	Padded, Leather, Studded, and Chain Armor Merchant
Nikula	Bonedancer Trainer
Odwald	Spiritmaster Trainer
Skoni	Runemaster Trainer
Venlan	Shaman Trainer
Williamhina	Crafting Merchant



Name	Description
Moeida	Hunter Trainer
Sorli	Shadowblade Trainer



Name	Description
Blan	Studded Armor Merchant
Cadbg	Chain Armor Merchant
Dgyve	Dye Merchant
Gilda	Dye Merchant
Grelg	Poison Merchant
Mikkal	Crafting Merchant

Quests

Name	Level	Starting NPC	Class
The Morvalt Crystal	38	Kekov	All Classes
Gaszi's Nightmares	39	Luikko	All Classes
Gem of the Dwarven King	44	Abjorn Onefoot	All Classes

Hagall Complete NPC List



MERCHANTS

Name	Merchant Type	Item Types	Location
Achilles Trelolph	Crafting	Alchemy	2
Alfred Holdrosk	Weapon	Staves, Runemaster, Spiritmaster, and Bonedancer Focus Staves	3
Blan	Armor	Stelskodd, Svarskodd, and Starkaskodd Studded	5
Bodalia	Weapon	Throwing, Axes, Hammer, Spear, Sword, and 2-Handed	3
Cadbg	Armor	Pansarkedja, Svarkedja, and Starkakedja Chain	5
Dgyve	Dye	Cloth Dye	5
Gilda	Dye	Cloth Dye, Leather Dye, and Metal Enamel	5
Girdie Hemlock	Crafting	Spellcrafting, Fletching, Tailoring, Armor, and Weapon Crafting Supplies	3
Grelg	Poison	Poisons	5
Gyppa	Weapon	Hand-to-Hand	3
Jassy	Poison	Poisons	3
Mikkal	Crafting	Spellcrafting and Alchemy Supplies	5
Natania Hadrosk	Armor	Mjuklaedar, Svarlaedar, Starkalaedar Leather, Stelskodd, Svarskodd, Starkaskodd Studded, Pansarkedja, Svarkedja, Starkakedja Chain, and Padded	3
Williamhina	Crafting	Tailoring, Weapon and Armor Crafting Supplies	3

TRAINERS

Name	Trainer Type	Location
Astra	Skald	2
Dagna	Warrior	3
Frika	Healer	3
Gudrik	Thane	2
Moeida	Hunter	4
Nikula	Bonedancer	3
Odwald	Spiritmaster	3
Seaja	Savage	2
Skoni	Runemaster	3
Sorli	Shadowblade	4
Venlan	Shaman	3

SERVICES

Name	Service Type	Location
Keelee	Healer	2
Jura	Vault Keeper	2

NPCs

Name	Location
Abjorn Onefoot	2
Barkeep Olan	3
Circa	3
Kekov	3
Luikko	3

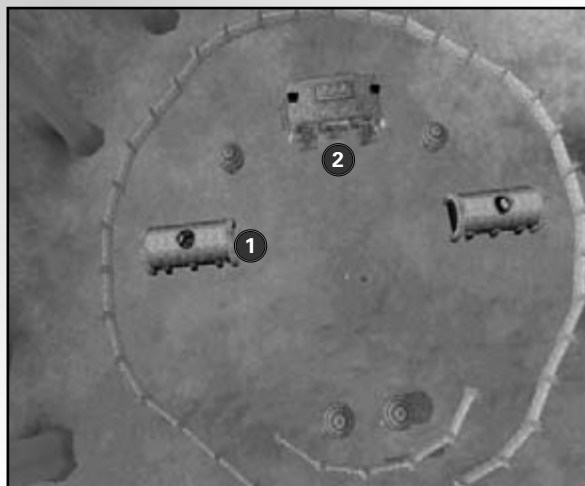
STABLES

Stable Master	Ticket Destinations	Location
Beneir Halldorson	Aegirhamn, Bjarken, Dyrfjell, and Knarr	1

CRAFTING AREAS

Crafting Area	Location
Alchemy Table	2
Forge	2
Lathe	2

Iarn Dwarf Encampment (Zone: Iarnwood)

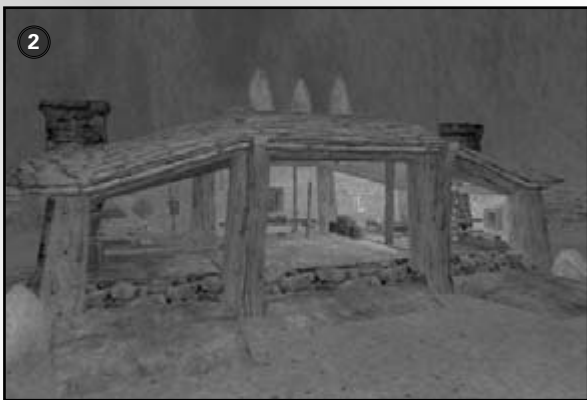


NOTE

Iarn Dwarf Encampment is a Faction town. The inhabitants of this town can be neutral or aggressive, depending on your faction with them.



Name	Description
Aage	Leather Merchant
Chief Tarek	Townsperson



Name	Description
Syn	Smith

Iarn Dwarf Encampment Complete NPC List

MERCHANTS

Name	Merchant Type	Item Types	Location
Aage	Armor	Mjuklaedar, Svarleadar, and Starkalaedar Leather	1

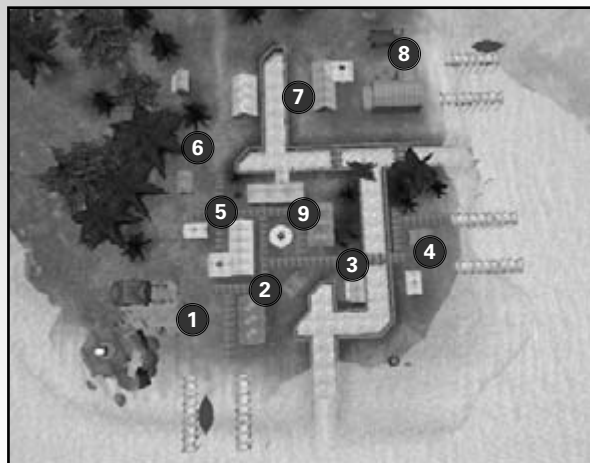
SERVICES

Name	Service Type	Location
Syn	Smith	2

NPCs

Name	Location
Chief Tarek	1

Knarr (Zone: Munin Sound)



Name	Description
------	-------------

Edla Lettson	Townsperson
Haarek Lettson	Townsperson



Name	Description
------	-------------

Adalstein Gronholim	Smith
Esi	Arrow, Axe, Bow, Hammer, Spear, Sword, and 2-Handed Weapon Merchant
Irsa Svalasdottir	Axe, Hammer, Shield, and Sword Merchant
Qwinhild Rockbreaker	Padded, Leather, Studded, and Chain Armor Merchant
Yrsa	Townsperson



Name	Description
------	-------------

Ubbi Shalestone	Axe, Spear, Sword, Hammer, Throwing, and 2-Handed Merchant
-----------------	--



Name	Description
Haro	Townsperson
Kres	Townsperson
Maarit	Poison Merchant



Name	Description
Anakoll	Townsperson
Arvaki Gerske	Recharger
Birgir	Townsperson
Koll Stonesmasher	Studded Armor Merchant
Marjeta Mustanen	Enchanter
Nyvad	Townsperson
Svadi Tyrkirson	Chain Armor Merchant



Name	Description
Alfrim	Stablemaster
Chiefess Guard Dynne	Townsperson
Heikki	Townsperson
Klara Janson	Healer
Naid	Townsperson
Tor	Townsperson
Alchemy Table	—
Forge	—
Lathe	—



Name	Description
Baldhere	Crafting Merchant
Jarnsaxa	Crafting Merchant
Maerta	Crafting Merchant
Reynilda	Crafting Merchant

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Name	Description
Barkeep Ldande	Townsperson
Katrena Lettson	Townsperson
Makila	Dye Merchant
Meklorka Lettson	Townsperson
Ragi	Dye Merchant
Scandlain	Townsperson
Skakl Lettson	Townsperson
Steinar	Dye Merchant
Terhi Otila	Vault Keeper
Thrain	Townsperson
Visna	Townsperson



Name	Description
Circa	Townsperson
Davyn Hakoson	Padded Armor and Focus Staff Merchant
Domial	Townsperson
Lyyli	Leather Armor Merchant
Raaka	Hand-to-Hand Weapon Merchant

Knarr Complete NPC List



MERCHANTS

Name	Merchant Type	Item Types	Location
Baldhere	Crafting	Tailoring, Weapon, and Armor Crafting Supplies	7
Davyn Hakoson	Armor	Padded Armor, Staves, Runemaster, Spiritmaster, and Bonedancer Focus Staves	9
Esi	Weapon	Arrows, Axes, Bows, Hammers, Spears, Swords, and 2-Handed Weapon Merchant	2
Irsa Svalasdottir	Weapon	Axe, Hammer, Shield, and Sword	2
Jarnsaxa	Crafting	Alchemy Supplies	7
Koll Stonesmasher	Armor	Stelskodd, Svarskodd, and Starkaskodd Studded	5
Lyli	Armor	Mjuklaedar, Svarlaedar, and Starkalaedar Leather	9
Maarit	Poison	Poisons	4
Maerta	Crafting	Tailoring, Fletching, and Weapon and Armor Crafting Supplies	7
Makila	Dye	Cloth and Leather Dyes	8
Qwinhild Rockbreaker	Armor	Mjuklaedar, Svarlaedar, Starkalaedar Leather, Stelskodd, Svarskodd, Starkaskodd Studded, Pansarkedja, Svarkedja, Starkakedja Chain, and Padded	2
Raaka	Weapon	Hand-to-Hand Weapons	9
Ragi	Dye	Cloth Dye	8
Reynilda	Crafting	Alchemy Supplies	7
Steinar	Dye	Metal Enamel	8
Svadi Tyrkirson	Armor	Pansarkedja, Svarkedja, Starkakedja Chain	5
Ubbi Shalestone	Weapon	Axes, Spears, Swords, Hammer, Throwing, and 2-Handed	3

SERVICES

Name	Service Type	Location
Adalstein Gronholm	Smith	2
Marjeta Mustanen	Enchanter	5
Arvaki Gerske	Recharger	5
Klara Janson	Healer	6
Terhi Otila	Vault keeper	8

Sentry	6
Visna	8
Barkeep Ldande	8
Katrena Lettson	8
Scandlain	8
Meklorka Lettson	8
Skaki Lettson	8
Thrain	8
Circa	9
Domial	9

NPCs

Name	Location
Edla Lettson	1
Haarek Lettson	1
Yrsa	2
Kres	4
Haro	4
Anakoll	5
Nyvad	5
Birgir	5
Tor	6
Chiefess Guard Dynne	6
Naid	6
Heikki	6

STABLES

Stable Master	Ticket Destinations	Location
Alfrim	Aegirhamn, Bjarken, Hagall	6

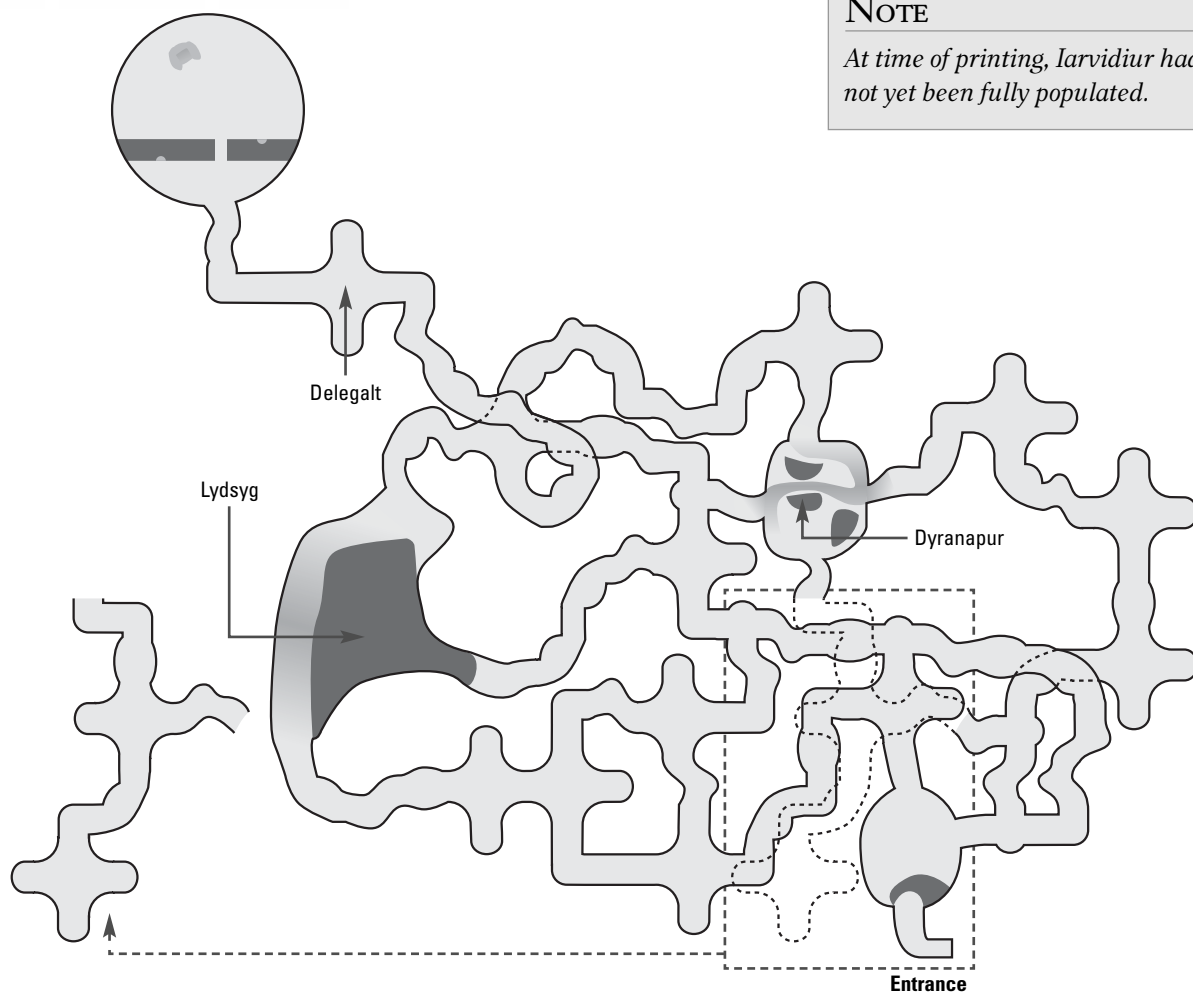
CRAFTING AREAS

Crafting Area	Location
Alchemy Table	6
Forge	6
Lathe	6

Iarvidiur

NOTE

At time of printing, Iarvidiur had not yet been fully populated.



IARNVIDIUR MONSTERS

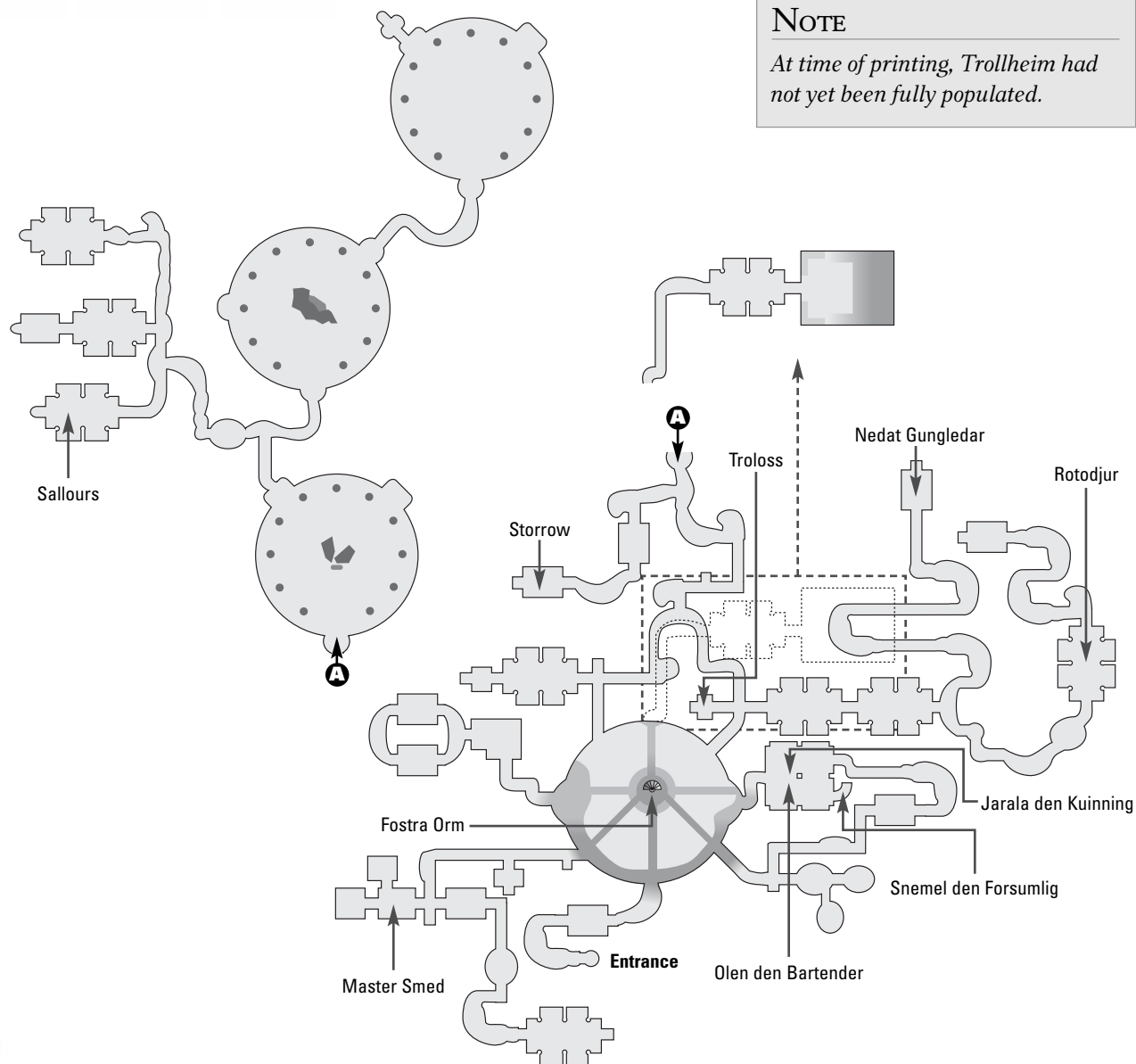
Name	Level
Age	56
animus giant	57,59,61
animus rondjur	65
animus syndig	55,57,59
cadby	45,47,49
captured iarn dwarf	49,51
carnitaur	51,53
chaotic miasma	46,48
Chief Tarek	70
etvarg	42,44
etvarg dominator	49,51
etvarg packleader	45,52
fengundar	42–45
fengundorm	54–57
giant greeber	44,46
Grakin	48
griffolich	59,61
grymvarg	65
hatchling syver	46,48,50
iarn dwarf	46,48
iarn dwarf council	54,56
iarn dwarf hunter	50
iarn dwarf huntress	52
Koli	52
Masher	64
paralyzer	46–49
petrifier	42,44
pulverizer	56–59
rancoradra	44,45
redcap cannibal	50,52
Rognar	65
spinolich	65
spitter	50,51
Syn	56
syver	64
Unok	55
Urkart	55
Vasrem	70
wild redcap	49,51,53
young syver	54,56



Trollheim

NOTE

At time of printing, Trollheim had not yet been fully populated.

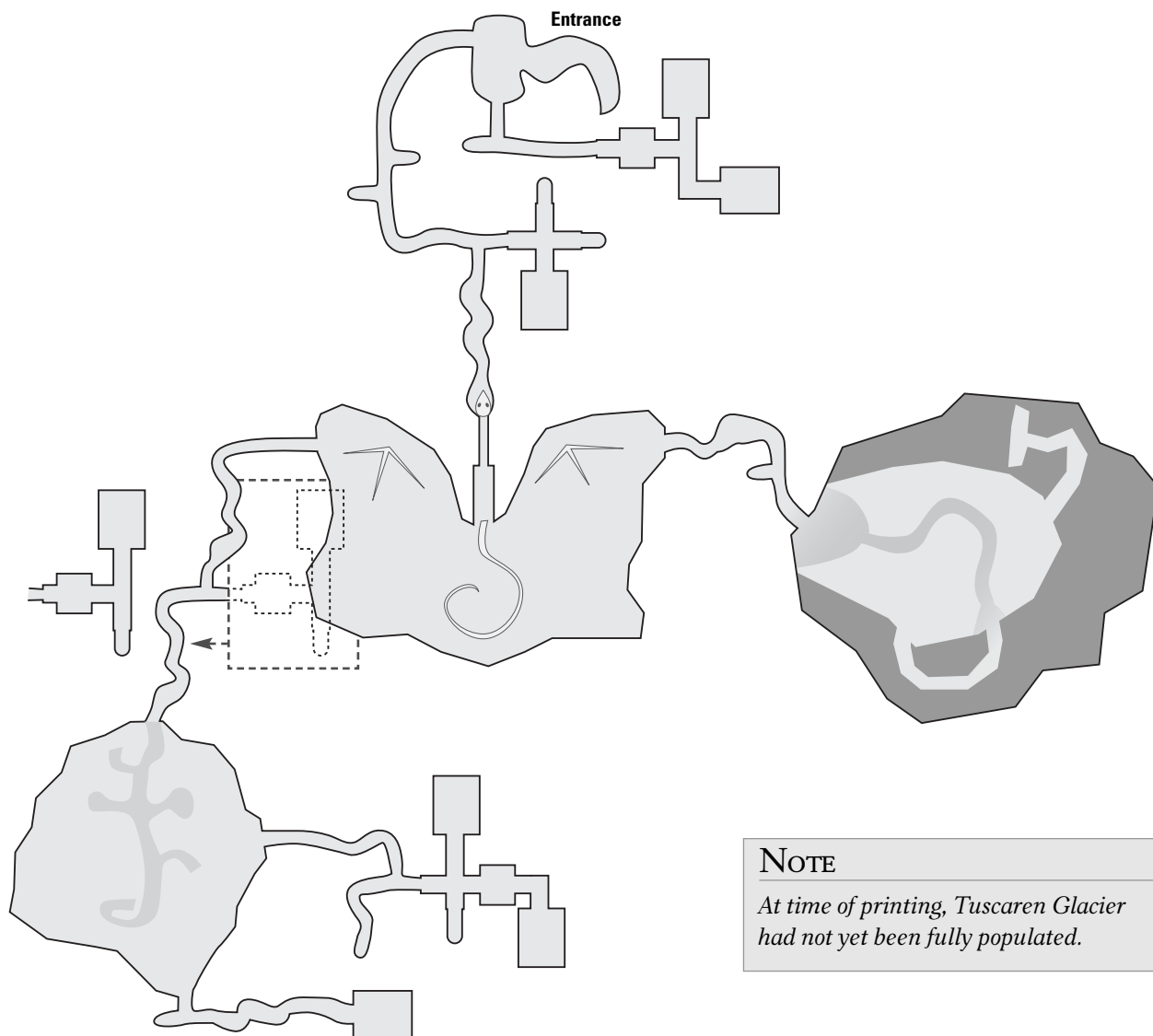


TROLLHEIM MONSTERS

Name	Level
Adimedus	70
Alchemist Phorzberg	65
animate bage	50
animate skold	50
animate slagga	50,52
animate spjut	54
animate sward	50,52,54
animate yxa	52,54
anpassa foranst	50
Apologet Nesnuir	67
bagskytt hem'varn	60
berusade vaktare	52,54
blodtorstig slaktare	53,55
blood broms	35,38,41
Bonchar's shade	0
Captian hem'varn	64
captured bergklan	35
Dagar	60
elite hem'varn	62
elite krigare	55,57,59
erfaren soldat	50,52,54,58
faurs hem'varn	59
Fostra Orm	61
glopsk grattasvamp	55,57,58
grattasvamp	50,52,54
Grindvaktare	56
gruppchef	55
gungledar	54
hus'djur blood orm	50,52,54
Jarala den Kvinnlig	60
kaos krigsman	56,58
Magister Kurgol	65
Master Smed	58
morkenhet	58,60,62
morvalt bagskytt	50,52,54

Name	Level
morvalt fornskugga	55,57
morvalt larjunge	52,54,56
morvalt larling	50,52,54
morvalt schamen	54,56,58
morvalt skugga	52,54,56
morvalt slaktare	50,52
morvalt soldat	50,52
morvalt spjut master	61
morvalt sward master	59
morvalt yxa master	57
Nedat gungledar	70
Nedat korkigen	56
Olen den Bartender	62
Overste Callejo	65
Remadun den Laerd	69
Rift	99
rot	50
Rotodjur	70
Sallours	62
Shade of Adimedus	76
Snemel den Forsumlig	65
soldat hem'varn	58
stalactite	52,54,56
stalagmite	54,56,58
Storrow	64
storrow effect	99
The Rift	72
Trollkarl Bonchar	62
Trollkarl tranare	59
Troloss	54
undead hem'varn	64
Uppat gungledar	72
uppat korkigen	56
vakt varaffar	55
veteran gruppchef	64
veteran krigare	53,55,57

Tuscaren Glacier



TUSCAREN GLACIER MONSTERS

Name	Level
ancient iceweaver	75,77
Council Hord	77
Council Nokkvi	78
Council Otrygg	77
Council Ozur	77
Council Vagn	78
Dark Bubble	50
Elder Council Birghir	80
Elder Council Guthlac	80
Elder Icelord Hjalmar	81
Elder Icelord Suttung	81
Fornfrusen	82
Fornfrusen Shard	75
frostbound skeleton	70
griffon chick	36,38,40
griffon icewing	75,77,79
Hakr's Barrier	50
hrimthursa berg	68,70
hrimthursa bladehand	72,74,76
hrimthursa depredator	75,77
hrimthursa dominator	72,76,80
hrimthursa grinder	63,65
hrimthursa harrower	74,76,78
hrimthursa icereaver	67,69
hrimthursa icespine	68,70,72
hrimthursa icesplitter	59,61,63
hrimthursa icetouch	73,75
hrimthursa rook	72,74,76
hrimthursa sculptor	65,67
hrimthursa seer	73,75
hrimthursa serac	64,66
hrimthursa throne guard	77,79
hrimthursa tormentor	77,79
Hurika	85
ice sentinel	60
icebound skeleton	73,75
Icelord Agmundr	80

Name	Level
Icelord Hakr	80
Icelord Kvasir	80
Icelord Skuf	80
Icelord Steinvor	80
iceweaver	68,70
iceweaver hatchling	35,37,41
iceweaver trainer	60,68
Issorden	78
Jailer Vifil	82
King Tuscar	85
lesser frostbound skeleton	60,62
Queen Kula	85
Royal Iceweaver	78
Torst	85



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Sylvan

Sylvans are Dryad-type creatures that resemble the trees they inhabit. They are humanoid in appearance, with bark-textured skin, slender appendages, and brightly colored, leaf-like hair. Sylvans are part of the natural fabric of Hy Brasil in the same way that wolves and badgers are part of the wooded land of Hibernia. They have allied with the races of Hibernia to combat the threat of the Fomorian, who are ever encroaching on Hy Brasil.



CLASSES

Class Path	Class	Commentary
Way of Arms	Champion, Blademaster, Hero	As a Sylvan, you will make an average Hero.
Way of Nature	Warden, Bard, Druid	As a Sylvan, you will make an average Druid or Warden.
Way of Grove	Valewalker, Animist	As a Sylvan, you will make a great Animist or Valewalker.

BEGINNING STATS

Attribute	Value
Strength	70
Constitution	60
Dexterity	55
Quickness	45
Intelligence	70
Piety	60
Empathy	60
Charisma	60



Animist

Races		Skills	
Sylvan/Firbolg/Celt		(Training Points: 1.0)	
Titles		1	Arboreal Path
5	Grove of Initiate	1	Arboreal
10	Arboreal Apprentice	1	Mastery Spec.
15	Friend of Gaia	1	Vine Wisdom
20	Plantfriend	1	Vine Wisdom Spec.
25	Arboreal Adept	5	Blossom Lore
30	Servant of Gaia	5	Blossom Lore Spec.
35	Forestmage	Abilities	
40	Arboreal Mage	1	Staves
45	Arboreal Champion	1	Robes
50	Might of Gaia	1	Sprint
		1	Arboreal Wisdom
		1	Arboreal Wisdom Spec.
		1	Vine Wisdom
		1	Vine Wisdom Spec.
		5	Blossom Lore
		5	Blossom Lore Spec.

The Animist class is the most complicated and challenging caster class of the game. Regardless of spell specialization, all Animists primarily deal with pets. In fact, the Animist has the largest selection of pets of any class in the game. However, all Animist pets are temporary and die after two minutes. Consequently, an Animist is dependent upon keeping several pets.

Animist pets are broken up into two groups: turrets and bombs. Turret type pets are immobile and are capable of everything from nuking to debuffing. Animists also receive heals, buffs, and specials such as Bladeturn from turret pets. Bomb pets, on the other hand, are one-shot pets that have an effect similar to a nuke. Bomb pets appear upon casting, run to their target, and explode. Both types of pets are vital to the Animist, whether in a group or solo.

Creation

To choose an Animist, follow the Way of the Grove. This discipline encompasses both the Valewalker and the Animist. Upon reaching level 5, seek out an Animist trainer.

Races

Only Celts, Sylvans, and Firbolgs can become Animists.

Celts: The Celtic race has the most balanced stats for a caster, but Celts only possess average Intelligence and Dexterity. While this means that a Celt's power pool is smaller than the Sylvan's, Celts can cast faster.

Sylvans: The Sylvan race is blessed with a high Intelligence, which makes for a strong spell caster. However, Sylvan starting Dexterity is low, so put a decent amount of points into Dexterity when you create a character of this race. Another benefit of the Sylvan race is high Strength, and although this stat is rarely used by a caster, it helps in carrying large amounts of equipment or siege parts.

Stat Point Allocation

When first making your Animist, keep in mind the benefits or weaknesses of the particular race. Use your points to make up for areas of weakness and further enhance assets. Keep a good balance between spell strength, casting speed, and your overall health points.

INT: This is the most vital stat to the Animist. Not only does Intelligence determine how much power you get, but it also improves the damage a spell deals. Make sure this is your highest stat.

DEX: This increases how fast a caster casts spells. In addition, Dexterity aids in avoiding blows. A few points here can mean getting off that last lifetap and living to fight another battle.

CON: This increases the number of overall health points a character gains per level.

QUI: This increases the rate of melee attacks. This stat is not important to Animists.

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STR: This determines how much a character can carry and how much damage is done in melee combat. This stat is not essential to Animists.

Future-thinking Animists should place at least half their points into Intelligence, and the rest into Dexterity and Constitution. This combination of quick casting and heightened spell damage makes for the best Animists.

Spec Paths

There are three specialization paths an Animist can follow.

Arboreal: This is the Animist's primary damage line. The base spells include self-buff and direct damage lifetaps. The lifetaps do damage while siphoning health to the caster. When spec points are used in this discipline, the Animist gains access to bombs. Bombs are one-shot pets that run toward their target, then explode. These specialized pets are the primary source of controllable damage by an Animist. Specialization also gives Animists their first controllable turrets.

Creeping: The base line of these spells gives the Animist his or her first turrets, a Constitution debuff shout, and snares. Specializing in this area gives an Animist access to specialized melee debuffing turrets.

Verdant: This spec line gives the Animist elemental and melee debuffing turrets, healing bombs, and buffing bombs. Specialization points give the Animist a pet-based area-of-effect direct damage spell.

Early Levels (1–4)

Open your spell tab and expand your single option. Place the lifetap you find there in your hotbar. Equip your newbie staff and exit town.

Find a monster that cons blue to you. Make sure there is plenty of room between yourself and the MOB, and double-tap the lifetap spell on your hotbar (tapping the hotkey twice auto-recasts the spell after the first one is off). Lifetap the creature as many times as you can before it

reaches you. After the MOB is upon you, press your attack key to attack it with your staff. The best way to level is to continuously kill blue con MOBs, which are easy prey because your lifetap spell heals you a decent amount before you engage in melee combat.

TIP

If you have taken damage, lifetap a gray or green MOB to get it back.

CAUTION

Keep a close watch on your power bar, for if you run out of power as you start a fight, you will die.

Save what money you find until you become an Animist. Instead, hunt monsters that are humanoid, as they drop armor and weapons that you can use immediately.

Save your specialization points for level 5 and rely on your basic spells. You'll soon have a self Armor Class buff and a better lifetap (make sure your self-buff is always active).

NOTE

Level four is the most daunting for beginners because it takes much more time to progress through than any previous level. Speed of killing is the key at this level. Killing three blues is easier and faster than killing a single yellow MOB.

Level 5

After you hit level 5, you will find the Animist trainer right away. Upon getting your new title, you gain access to all three base spec lines and the ability to specialize in them. You only get 1 spec point per level, so choosing a spec line is tricky. Specializing too broadly leads to high levels of variance with regard to spell damage and heals. However, due to the uniqueness of the Animist class, you have some skill in all three spec lines. Pick one line and keep it higher than the other two.

Arboreal: An Animist with the Arboreal spec is a direct damage nuker capable of doing large amounts of damage. This style of play works well with the snares of the Creeping path and is great for those who want raw damage.

Creeping: The Creeping spec line provides the Animist with support spells, such as debuff turrets, snares, and a shout. Specialization in this area restricts an Animist to grouping or kiting using snare and direct damage spells.

Verdant: These spells aid the Animist with pets, providing heals and buffs. Pet-based area-of-effect spells are gained when an Animist specializes in this line. Animists specialized in Verdant make deadly opponents in RvR, as they pack lethal point-blank area-of-effect direct damage spells.

TIP

Put your first five points into Arboreal so you can receive your first controllable pet. Without it, your turrets will target everything around them at will and get you killed.

Levels 5–20 (Pre-Battlegrounds)

Learning to use your first Animist pet is daunting, even for players who have used pets before.

1. Move your turret spell onto the hotbar.
2. Hold down **[F5]**, and a yellow and black "X" appears below your feet.
3. Continue holding **[F5]**, and use the arrow keys to move the "X" around. Move it a few meters away from your character.
4. Release **[F5]** and cast your pet spell. A turret appears. Press **[F5]** now to notice the "X" is right where you left it.
5. Move the "X" to a new location to notice the black part of the "X" is grayed out. To select the new location, click **[F5]** one more time. Cast your pet spell again. A second pet appears.
6. Open your spell tab and click the pet button at the bottom of the page. If you are using your level five Arboreal specialization pet, you can use this panel to control what your turrets attack. If you do not have a control pet yet, your pets attack anything within range.

The general tactic for an Animist of this level is "mushroom rings." Find an area where you would like to hunt, and summon three to five turrets in a ring (let your pets attack first so you don't get hurt). Let your ring of mushrooms kill any blue within range.

NOTE

You lose a small fraction of experience for each pet that does damage, so keep the kills fast. The best MOBs to solo are blues because they are quick to die and you can take three or four at a time with a mushroom ring.

TIP

Keep Quickcast and a snare ready, in case a MOB settles on you as a target. After you snare the MOB, run in a large circle around your turrets, and they'll come to your defense, killing the MOB.

Realm vs. Realm: The Battlegrounds

Although not wonderful in undefined skirmishes, Animists are great at keep defense and keep taking. No matter how an Animist has specialized, he or she has access to turrets that he or she can place next to enemy walls or in front of keeps as guards. And, like other classes with pets, there comes the potential to kill players who have many more hit points than you do. A single tank being nuked at range by four turrets stands no chance of surviving.

The Animist is a master of holding a position using multiple pets with long-range nukes to keep casters and tanks at bay. Moreover, the Animist debuffing turrets work to uncover players using stealth, a caster's most feared enemy. With one or two of these nearby, no player need fear an assassin.

TIP

Pets only last two minutes, so keep some in reserve in case any perish during a prolonged battle.

Animist Spells

Arboreal Path

Self Armor Factor Buff

Damage Type: Energy
Casting Time: 1 second
Duration: 15 minutes

Level	Spell Name	Power Cost	Value
1	Grove's Protection 1	2	13
3	Grove's Protection 2	3	22
5	Grove's Protection 3	4	32
9	Grove's Protection 4	6	51
13	Grove's Protection 5	8	71
18	Grove's Protection 6	11	95
24	Grove's Protection 7	15	124
31	Grove's Protection 8	19	158
40	Grove's Protection 9	25	201
50	Grove's Protection 10	33	250

Life Drain

Damage Type: Energy Range: 1,500
Casting Time: 0.5 seconds

Level	Spell Name	Power Cost	% of HP to Caster	Damage
2	Natural Selection 1	2	3	9
4	Natural Selection 2	3	3	17
6	Natural Selection 3	4	3	26
8	Natural Selection 4	5	3	33
12	Natural Selection 5	8	3	45
16	Natural Selection 6	10	3	61
22	Natural Selection 7	13	3	81
28	Natural Selection 8	17	4	105
35	Natural Selection 9	22	4	128
45	Natural Selection 10	29	5	164

Realm Targeted Damage Shield

Damage Type: Energy Range: 1,000
Casting Time: 2 seconds
Duration: 10 minutes

Level	Spell Name	Power Cost	Damage
7	Thorns of Retribution 1	5	12
10	Thorns of Retribution 2	6	15
14	Thorns of Retribution 3	9	19
21	Thorns of Retribution 4	13	25
30	Thorns of Retribution 5	19	33
39	Thorns of Retribution 6	25	41
48	Thorns of Retribution 7	31	49

AE Direct Damage Bomber

Damage Type: Body Range to place Turret: 300
Casting Time: Instant Range of Turret's Attack: 1,500
Duration: 20 seconds Radius of Turret's Attack: 350

Level	Spell Name	Power Cost	Value
14	Grove's Vengeance 1	9	52
20	Grove's Vengeance 2	12	72
27	Grove's Vengeance 3	17	99
34	Grove's Vengeance 4	21	123
42	Grove's Vengeance 5	27	151
50	Grove's Vengeance 6	33	179

Arboreal Mastery

NOTE

All Animist turret spells are ground based.

Direct Damage Bomber

Damage Type: Body Range to place Turret: 300
Casting Time: Instant Range of Turret's Attack: 1,500
Duration: 20 seconds

Level	Spell Name	Power Cost	Damage
1	Forest's Vengeance 1	2	5
3	Forest's Vengeance 2	3	16
6	Forest's Vengeance 3	4	32
8	Forest's Vengeance 4	5	41
12	Forest's Vengeance 5	8	57
16	Forest's Vengeance 6	10	77
22	Forest's Vengeance 7	13	103
30	Forest's Vengeance 8	19	138
39	Forest's Vengeance 9	25	184
48	Forest's Vengeance 10	31	225

Fire-and-Forget Root Turret

Damage Type: Body Turret's Casting Time: 3 seconds
Casting Time: 2 seconds Duration of Root Effect: 120 seconds
Duration of Turret: 15 seconds Range: 1,000

Level	Spell Name	Power Cost	Value
7	Rootsender 1	5	1
22	Rootsender 2	13	1
29	Rootsender 3	18	1
36	Rootsender 4	23	1
43	Rootsender 5	27	1
49	Rootsender 6	32	1

Controllable Summoned DD Turret

Damage Type: Body Turret's Casting Time: 3 seconds
Casting Time: 1 second Range: 1,000

Level	Spell Name	Power Cost	Value
5	Forestheart Defender 1	4	26
9	Forestheart Defender 2	6	47
11	Forestheart Defender 3	7	51
18	Forestheart Defender 4	11	87
24	Forestheart Defender 5	15	113
35	Forestheart Defender 6	22	164
44	Forestheart Defender 7	28	204

Creeping Path (Arboreal Bark Base List)

Constitution Debuff Shout

Damage Type: Body Range: 1,500
Casting Time: Instant
Duration: 30 seconds

Level	Spell Name	Power Cost	Debuff
2	Sap Strength 1	2	11
4	Sap Strength 2	3	13
8	Sap Strength 3	5	16
11	Sap Strength 4	6	18
17	Sap Strength 5	9	23
23	Sap Strength 6	11	28
29	Sap Strength 7	14	33
36	Sap Strength 8	17	38
46	Sap Strength 9	22	46

Root Bomber

Damage Type: Body Range to Place Turret: 300
Duration of Turret: 1 minute Range of Turret's Attack: 1,500
Target's Movement Reduced to: 1 %

Level	Spell Name	Duration	Power Cost
6	Rampant Vines 1	13	3
13	Rampant Vines 2	23	6
19	Rampant Vines 3	31	9
26	Rampant Vines 4	41	12
31	Rampant Vines 5	48	15
40	Rampant Vines 6	61	20
49	Rampant Vines 7	73	25

DD with Resistance Debuff Bomber

Damage Type: Body Range to Place Turret: 300
Duration of Turret: 1 minute Range of Turret's Attack: 1,500

Level	Spell Name	Power Cost	Value
1	Wispfire 1	2	5
3	Wispfire 2	3	14
7	Wispfire 3	5	29
10	Wispfire 4	6	37
15	Wispfire 5	9	57
20	Wispfire 6	12	73
27	Wispfire 7	17	100
34	Wispfire 8	21	124
44	Wispfire 9	28	160

Fire-and-Forget Direct Damage Turret

Damage Type: Body Turret's Casting Time: 3 seconds
Casting Time: 1 second Range: 1,000
Duration of Turret: 2 minutes

Level	Spell Name	Power Cost	Value
5	Forestheart Avenger 1	4	21
9	Forestheart Avenger 2	6	37
16	Forestheart Avenger 3	10	61
21	Forestheart Avenger 4	13	77
28	Forestheart Avenger 5	17	105
35	Forestheart Avenger 6	22	128
43	Forestheart Avenger 7	27	156
50	Forestheart Avenger 8	33	180

Creeping Path Spec (Arboreal Bark Specialization)

Ranged Melee Debuffing Turret

Damage Type: Spirit Radius: 350
Casting Time: Instant (chant) Frequency: 5 seconds
Duration: 15 seconds

Level	Spell Name	Power Cost	Debuff % per Tick
3	Sporespawn 1	3	5
8	Sporespawn 2	5	7
15	Sporespawn 3	9	9
25	Sporespawn 4	15	11
35	Sporespawn 5	22	13
41	Sporespawn 6	26	15
50	Sporespawn 7	33	17

Pulsing PB AE Melee Debuff Turret

Damage Type: Spirit Range: 1,000
Casting Time: 1 second (chant) Turret's Casting Time: 3 seconds
Duration: 1 minute

Level	Spell Name	Power Cost	Debuff %
1	Spore Cannon 1	2	5
4	Spore Cannon 2	3	7
9	Spore Cannon 3	6	9
14	Spore Cannon 4	9	11
19	Spore Cannon 5	12	13
28	Spore Cannon 6	17	15
37	Spore Cannon 7	23	17
46	Spore Cannon 8	30	20

AE Absorption Debuff Bomber

Damage Type: Spirit Range to Place Bomber: 300
Duration of Bomber: 1 minute Bomber's Attack Range: 1,000
Radius: 350

Level	Spell Name	Power Cost	Value
5	Dancing Flame 1	4	5
10	Dancing Flame 2	6	7
17	Dancing Flame 3	10	9
24	Dancing Flame 4	15	11
33	Dancing Flame 5	21	13
43	Dancing Flame 6	27	15

AE Root Bomber

Damage Type: Cold Range to Place Bomber: 300
Radius: 350 Bomber's Attack Range: 1,000
Duration: See table
Targets Movement Decreased to: 1 %

Level	Spell Name	Duration of Root	Power Cost
11	Binding Spirit 1	32	7
18	Binding Spirit 2	41	11
26	Binding Spirit 3	52	16
34	Binding Spirit 4	63	21
44	Binding Spirit 5	75	28

Verdant Path

Pet Healing Bomber

Damage Type: Body Range to Place Bomber: 300
Bomber's Healing Range: 2,000

Level	Spell Name	Power Cost	Heal
1	Healing Spirit 1	2	11
3	Healing Spirit 2	3	21
7	Healing Spirit 3	5	41
12	Healing Spirit 4	8	66
18	Healing Spirit 5	11	96
25	Healing Spirit 6	15	131
33	Healing Spirit 7	21	171
43	Healing Spirit 8	27	221

Pet Regeneration Bomber

Damage Type: Body Range to Place Bomber: 300
Casting Time: Bomber's Casting Range: 1,000
Duration: 1 minute Radius: 350

Level	Spell Name	Power Cost	Value
4	Spirit of Regrowth 1	3	5
9	Spirit of Regrowth 2	6	6
16	Spirit of Regrowth 3	10	7
28	Spirit of Regrowth 4	17	8
37	Spirit of Regrowth 5	23	9
47	Spirit of Regrowth 6	30	10

Self Absorption Buff

Damage Type: Mana
Casting Time: 1 second
Duration: 15 minutes

Level	Spell Name	Power Cost	Absorption Buff %
30	Guardian Spirit 1	19	5
41	Guardian Spirit 2	26	10

Verdant Path Specialization

Pulsing PB AE Resist Heat/Cold/Matt Turret

Damage Type: Body Duration of Turret: 2 minutes
Casting Time: Turret's Casting Range: 1,500
Turret's Casting Time: 3 seconds Radius: 350
Duration of Resist Buff: 15 seconds

Level	Spell Name	Buff %
2	Elemental Vent 1	3
10	Elemental Vent 2	6
24	Elemental Vent 3	9
42	Elemental Vent 4	12

Pulsing PB AE Resist Mind/Body/Spirit Turret

Damage Type: Body Duration of Turret: 2 minutes
Turret's Casting Range: 1,500 Duration of Resist Buff: 15 seconds
Turret's Casting Time: 3 seconds Radius: 350

Level	Spell Name	Buff %
5	Physical Vent 1	3
17	Physical Vent 2	6
32	Physical Vent 3	9
50	Physical Vent 4	12

Pet-Centered PB AE DD

Damage Type: Body Pet's Attack Range: 1,500
Pet's Casting Time: 1 second Radius: 350

Level	Spell Name	Power Cost	Value
1	Briarburst 1	2	5
3	Briarburst 2	3	16
6	Briarburst 3	4	32
9	Briarburst 4	6	47
13	Briarburst 5	8	62
16	Briarburst 6	10	77
22	Briarburst 7	13	103
29	Briarburst 8	18	138
39	Briarburst 9	25	184
48	Briarburst 10	31	225

Realm-Targeted Melee Absorption Buff (Long Duration)

Damage Type: Body Range: 1,500
Casting Time: 1 second
Duration: 10 minutes

Level	Spell Name	Power Cost	Value
32	Essence of the Wood 1	20	3
38	Essence of the Wood 2	24	6
46	Essence of the Wood 3	30	9

Realm-Targeted Melee Absorption Buff (Short Duration)

Damage Type: Body Range: 1,500
Casting Time: 1 second
Duration: 15 seconds

Level	Spell Name	Power Cost	Value
15	Essence of Forestheart 1	9	5
20	Essence of Forestheart 2	12	9
26	Essence of Forestheart 3	16	13
35	Essence of Forestheart 4	22	17
40	Essence of Forestheart 5	25	21
45	Essence of Forestheart 6	29	25

AE Bladeturn Bomber (Upgrades Can Affect More Targets)

Damage Type: Mana Range: 1,500
Casting Time: 2 seconds
Duration: 30 seconds

Level	Spell Name	Power Cost	Value
7	Woodspirit Gift 1	5	51
14	Woodspirit Gift 2	9	51
21	Woodspirit Gift 3	13	51
28	Woodspirit Gift 4	17	51
36	Woodspirit Gift 5	23	51
42	Woodspirit Gift 6	27	51

Turret That Buffs Nearby Allies with a Hit Point Buffer

Damage Type: Body Range: 1,000
Casting Time: 3 seconds
Duration: 1 minute

Level	Spell Name	Value
12	Ligneous Shield 1	10
18	Ligneous Shield 2	20
25	Ligneous Shield 3	30
34	Ligneous Shield 4	40
43	Ligneous Shield 5	50
50	Ligneous Shield 6	60

Pet-Centered PB AE DD

Damage Type: Body Range: 1,500
Casting Time: 1 second

Level	Spell Name	Power Cost
1	Briarburst 1	2
3	Briarburst 2	3
6	Briarburst 3	4
9	Briarburst 4	6
13	Briarburst 5	8
16	Briarburst 6	10
22	Briarburst 7	13
29	Briarburst 8	18
39	Briarburst 9	25
48	Briarburst 10	31

Realm-Targeted Melee Absorption Buff (Long Duration)

Damage Type: Body Range: 1,500
Casting Time: 1 second
Duration: 20 seconds

Level	Spell Name	Power Cost
32	Essence of the Wood 1	20
38	Essence of the Wood 2	24
46	Essence of the Wood 3	30

Realm-Targeted Melee Absorption Buff (Short Duration)

Damage Type: Body Range: 1,500
Casting Time: 1 second
Duration: 20 seconds

Level	Spell Name	Power Cost
15	Essence of Forestheart 1	9
20	Essence of Forestheart 2	12
26	Essence of Forestheart 3	16
35	Essence of Forestheart 4	22
40	Essence of Forestheart 5	25
45	Essence of Forestheart 6	29

AE Bladeturn Bomber (Upgrades Can Affect More Targets)

Damage Type: Mana Range: 1,500
Casting Time: 2 seconds
Duration: 20 seconds

Level	Spell Name	Power Cost
7	Woodspirit Gift 1	5
14	Woodspirit Gift 2	9
21	Woodspirit Gift 3	13
28	Woodspirit Gift 4	17
36	Woodspirit Gift 5	23
42	Woodspirit Gift 6	27

Turret That Buffs Nearby Allies with a Hit Point Buffer

Damage Type: Body Range: 1,000
Casting Time: 3 seconds
Duration: 2 minutes

Level	Spell Name	Power Cost
12	Ligneous Shield 1	21
18	Ligneous Shield 2	30
25	Ligneous Shield 3	39
34	Ligneous Shield 4	49
43	Ligneous Shield 5	58
50	Ligneous Shield 6	65

Valewalker

Races

Sylvan/Firbolg/Celt

Titles

5	Grove of Apprentice
10	Scythewielder
15	Forestwalker
20	Vale Protector
25	Forest Friend
30	Grovewalker
35	Ridgewalker
40	Vale Warrior
45	Scythemaster
50	Vale Guardian

Skills

(Training Points: 1.0)

1	Arboreal Wisdom
1	Arboreal Wisdom Spec.
1	Vine Wisdom
1	Vine Wisdom Spec.
5	Scythe
5	Parry

Abilities

1	Staves
1	Robes
1	Sprint
5	Scythe
5	Parry
5	Evade
10	Evade II
20	Evade III
35	Evade IV

The addition of the Valewalker in *Shrouded Isles* gives Hibernia the first balanced melee/caster hybrid. Unlike classes such as the Champion, which are limited in their ability to stack damage from range, the Valewalker class promises the ability to perform equally well while hanging back with the casters or fighting up front with the tanks.

Creation

When creating a new Valewalker, choose the Forester path while on the character creation screen. Then select either a Firbolg, Celt, or Sylvan as your starting race.

Races

Celt: Celts are the most balanced of the races in terms of starting stats. Because of this, they make a good overall race for the Valewalker. For players who are unclear how they might play their Valewalker as they progress, the Celt is a safe choice.

Firbolg: Firbolgs start with high Strength and good Constitution, and thus make for a good starting race for players who favor melee over spell casting. The downsides to the Firbolg race are low base Dexterity and Quickness statistics, which will impact evade and parry, the Valewalker's defensive abilities.

Sylvan: Sylvans are naturally tailored to being Valewalkers. They start with a high base Strength and Intelligence, which adds to both spell and melee damage. The Sylvan's major downside is a low starting Quickness.

Stat Point Allocation

When creating a Valewalker, choose where to put your starting points based on your race of choice and which abilities you want to play up. The following stats affect your Valewalker.

Intelligence: This is your primary casting stat. It affects both the damage that spells deal and the amount of power a player has to cast spells. The Sylvan race has the highest beginning Intelligence of the three races that can become Valewalkers.

Quickness: Quickness influences melee weapon speed and, to a degree, the amount a player can evade. Both the Sylvan and Firbolg races start with a low base Quickness, thus making it a good stat to enhance upon creation. Quickness is the only stat listed here that does not raise as you level.

Dexterity: Dexterity affects a Valewalker's evade, parry, and casting speed. Placing a few points here will not be a waste.

Constitution: Constitution determines how many hit points your Valewalker has. A few points placed here helps a small amount, but don't go overboard, as the difference isn't huge.

Strength: Strength affects a number of factors, including the damage done in melee and the amount a player can carry before being encumbered. Because a Valewalker spends a fair amount of time swinging a scythe, adding a few points here will help throughout the life of the character.

Spec Paths

The Valewalker has three specialization paths to choose from, and receives 1.5 specialization points per level to spend on them.

Arboreal Path: This is a Valewalker's spell casting line. Valewalkers receive baseline lifetap direct damage spells, Armor Factor shields, and a damage shield. Specialization in Arboreal Path provides a range of tools, including a snare, an insta-cast, damage-over-time spell, a self-only melee absorption buff, and a pair of self-buffs that allow a Valewalker to proc a hit point buffer onto himself, or a disease effect onto an enemy while in melee.

Parry: Parry is the Valewalker's main defensive ability and allows him to deflect melee attacks on occasion. This skill is also important in that some of the Valewalker offensive styles are used after a successful parry.

Scythe: The scythe is a two-handed slashing weapon, and it's the Valewalker's only specialized weapon type. Specializing in Scythe improves the damage a Valewalker does in combat, as well as making available various "style" attacks.

Early Levels (1–4)

Starting life as a Forester, the Valewalker begins fighting with a staff, receives a magical armor buff at level 1, and gets a lifetap spell at level 2 and level 4.

Lifetap spells do direct damage and heal the player each time the spell "lands" on a target. Start each fight with some distance from the creature you want to fight, and cast as many of these lifetaps as you can before it reaches you. When the creature reaches you, finish it off with your staff.

TIP

Fight blue con MOBs until you reach level 5 and train as a Valewalker.

Spend your level 1–3 spec points on your Arboreal Path spec line. This improves the damage done with your lifetap, and at 3 spec, you receive a short duration melee haste buff, which helps in closer fights.

As far as copper is concerned, save your money. Any armor you buy will become obsolete, and you will need the money to purchase a better set of armor at level 5, when you begin fighting with melee styles. Look instead for monsters that drop tattered cloth armor. If you start life as a Sylvan, look for the Lesser Sylvan shades north of Domnann Grove, as they are a good source of cloth for a beginning Forester.

Level 5

After you reach level 5, look for the Valewalker trainer in the town nearest you. Accept the path choice offered, then begin the process of choosing how to specialize your character. Train Scythe to 2 to gain the first combat style, Reaper. This allows you to do extra damage in melee.

Find a local crafter to craft you a set of linen woven armor if possible. If not, find the local NPC cloth merchant and purchase a set. This will help to reduce the damage you take in melee combat.

Beyond 5

Do the low-level Valewalker quest offered by your trainer. The reward is a nice Valewalker Initiate scythe, which you need to be effective in combat at this level.

Hunting levels 5–15 for a Valewalker are straightforward and easy. The Valewalker baseline lifetap spells minimize downtime because of their self-healing effect. They also give a new Valewalker a wide margin of error. If a creature resists your lifetap spells, you can easily run away and come back for another try, rather than risking death and the subsequent experience loss.

TIP

Always keep the most powerful version of your damage shield, lifetap, and armor buff on your hotbar.

When choosing specializations, consider each new tier of skills and which will help you the most overall. Also, think about how the different spec paths affect each other. A good example of this is the Parry skill. Make sure you have at least some points trained into this after attaining the level 4 spec melee style, Sawgrass, because this style is dependant on a successful parry.

Save your self-haste buff for emergencies. The recast time on this spell is two minutes, and choosing which creature to fight based on your offensive power with this buff in effect will get you into trouble.

Use reactionary styles. These are the styles that work off a parry or evade. They do good damage, have bonus effects such as a fire-based damage add, and they use less endurance than your "use anytime" styles.

NOTE

You are wearing cloth armor, which gives no bonus damage absorption. Get the level 5 Arboreal Path absorption buff as soon as possible to reduce the damage you take in combat, especially if you plan to solo.

TIP

Use a portion of each of your resources each fight (hit points, endurance, and energy), rather than a lot of one specific resource. This lowers downtime and risk, and it improves regeneration rates while sitting between fights because you gain all three at the same time while resting.

Valewalkers are cloth-based casters, meaning they suffer from the same penalty to energy regeneration as all pure casters. Therefore, avoid getting too far below 50 percent energy if possible.

Keep your equipment in good shape and replace anything that is much below your current level, and you will have no problem continually killing most yellow MOBs.

Valewalker Spells

Arboreal Path Base List

Self Armor Factor Buff

Type: Energy

Casting Time: 1 second

Duration: 15 minutes

Level	Spell Name	Power Cost	Value
1	Grove's Protection 1	2	13
3	Grove's Protection 2	3	22
5	Grove's Protection 3	4	32
9	Grove's Protection 4	6	51
13	Grove's Protection 5	8	71
18	Grove's Protection 6	11	95
24	Grove's Protection 7	15	124
31	Grove's Protection 8	19	158
40	Grove's Protection 9	25	201
50	Grove's Protection 10	33	250

Life Drain

Damage Type: Energy

Casting Time: 0.5 seconds

Range: 1,500

Level	Spell Name	Power Cost	% of HP to Caster	Damage
2	Natural Selection 1	2	3	9
4	Natural Selection 2	3	3	17
6	Natural Selection 3	4	3	26
8	Natural Selection 4	5	3	33
12	Natural Selection 5	8	3	45
16	Natural Selection 6	10	3	61
22	Natural Selection 7	13	3	81
28	Natural Selection 8	17	4	105
35	Natural Selection 9	22	4	128
45	Natural Selection 10	29	5	164

Realm Targeted Damage Shield

Damage Type: Energy

Range: 1,000

Casting Time: 2 seconds

Duration: 10 minutes

Level	Spell Name	Power Cost	Damage
7	Thorns of Retribution 1	5	12
10	Thorns of Retribution 2	6	15
14	Thorns of Retribution 3	9	19
21	Thorns of Retribution 4	13	25
30	Thorns of Retribution 5	19	33
39	Thorns of Retribution 6	25	41
48	Thorns of Retribution 7	31	49

Arboreal Path Specialization

65 Percent Movement Reduction

Damage Type: Matter Duration: See table
Casting Time: 0.5 seconds Range: 1,500

Level	Spell Name	Duration	Power Cost
2	Close Path 1	7	2
9	Close Path 2	17	6
11	Close Path 3	20	7
17	Close Path 4	28	10
22	Close Path 5	35	13
32	Close Path 6	49	20
37	Close Path 7	56	23
47	Close Path 8	70	30

Damage over Time

Damage Type: Matter Range: 1,500
Casting Time: 0.5 seconds Frequency: 4 seconds
Duration: 24 seconds

Level	Spell Name	Power Cost	Damage per Tick
1	Hemlock 1	2	2
6	Hemlock 2	4	5
12	Hemlock 3	8	7
18	Hemlock 4	11	10
23	Hemlock 5	14	12
29	Hemlock 6	18	14
35	Hemlock 7	22	17
42	Hemlock 8	27	20
49	Hemlock 9	32	23

Self Haste Buff

Damage Type: Matter Duration: 30 seconds
Casting Time: Instant

Level	Spell Name	Power Cost	Buff %
3	Speed of Kudzu 1	3	16
8	Speed of Kudzu 2	5	19
14	Speed of Kudzu 3	9	22
21	Speed of Kudzu 4	13	25
31	Speed of Kudzu 5	19	30
38	Speed of Kudzu 6	24	34
48	Speed of Kudzu 7	31	39

Self Melee Absorption Buff

Damage Type: Matter Duration: 15 minutes
Casting Time: 1 second

Level	Spell Name	Power Cost	Buff %
5	Mosscoat 1	4	15
10	Mosscoat 2	6	18
15	Mosscoat 3	9	21
20	Mosscoat 4	12	24
25	Mosscoat 5	15	27
30	Mosscoat 6	19	30
34	Mosscoat 7	21	33

Self Buff That Gives a Chance to Proc a Disease Spell on a Successful Hit

Damage Type: Matter Duration of Disease: 30 seconds
Casting Time: Instant Range: 1,500
Duration of Buff: 10 minutes
Effects: Strength and movement debuff; no heal

Level	Spell Name	Power Cost	Movement Decrease %	Strength Debuff
7	Blightstrike 1	5	15	15
16	Blightstrike 2	10	25	15
27	Blightstrike 3	17	35	15
36	Blightstrike 4	23	45	15
46	Blightstrike 5	30	55	15

Self Buff That Gives a Chance of Proccing a Minion Hit Point Buffer When Hit

Damage Type: Matter Duration of Disease: 30 seconds
Casting Time: Instant Range: 1,000
Duration of Buff: 10 minutes
Effects: Minion buffer blocks 50 percent of incoming melee damage

Level	Spell Name	Power Cost
13	Barkshell 1	8
19	Barkshell 2	12
26	Barkshell 3	16
33	Barkshell 4	21
43	Barkshell 5	27
50	Barkshell 6	33

Valewalker Style Procs (Arboreal Path Specialization)

Debuff Resistance to Slashing Damage

Damage Type: Body Duration: 20 seconds
Casting Time: Instant

Level	Spell Name	Debuff %
4	Pierce Armor	15

Damage Add

Damage Type: Heat Duration: 30 seconds
Casting Time: Instant

Level	Spell Name	Damage
8	Scythe of Flame	25

Fire DoT

Damage Type: Heat Duration: 20 seconds
Casting Time: Instant Frequency: 5 seconds

Level	Spell Name	Damage per Tick
12	Flickering Flame	18

Damage Add

Damage Type: Cold Duration: 30 seconds
Casting Time:

Level	Spell Name	Damage
18	Scythe of Ice	46

Pb Ae

Damage Type: Matter Radius: 350
Casting Time: Instant

Level	Spell Name	Value
21	Spray of Needles	33

Pb Ae

Damage Type: Cold Radius: 350
Casting Time: Instant

Level	Spell Name	Value
29	Frigid Mists	199

Pb Ae

Damage Type: Earth Range: 1,000
Casting Time: 2 seconds Duration: 30 seconds

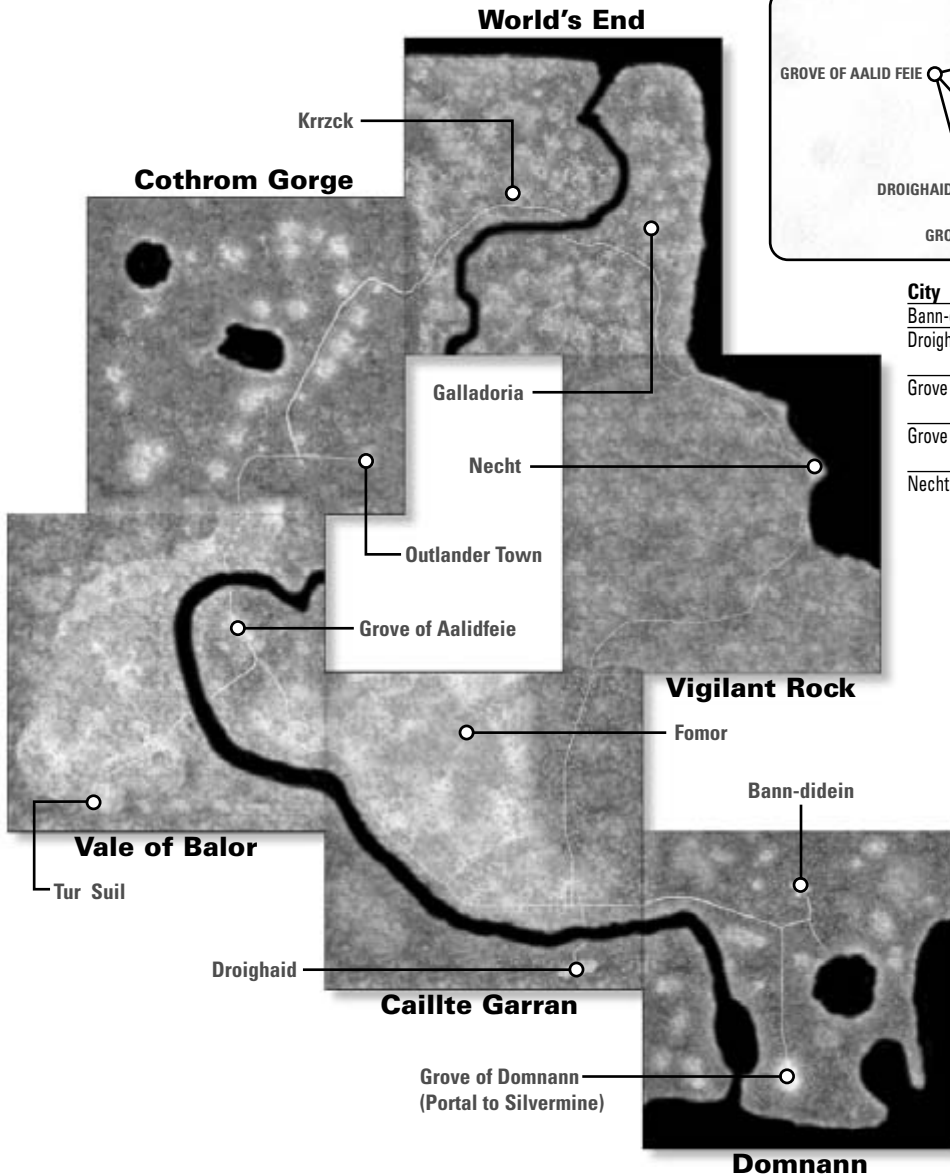
Level	Spell Name	Damage
18	Thornsprout	44



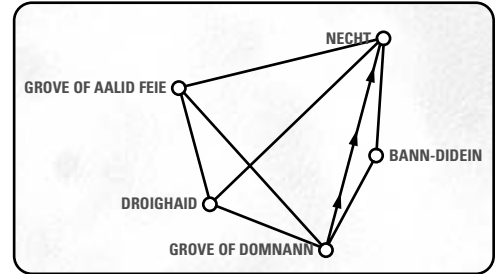
Valewalker Combat Styles

Level	Style	Fatigue Cost	Damage Bonus	Prerequisites	Effects
2	Reaper	High	Medium	Use any time	—
4	Sawgrass	Low	High	Use after parry	Small bonus to hit, causes medium duration slash resist reduction
6	Taunting Scythe	Medium	Low	Use any time	Taunt, medium defensive penalty
8	Arboreal Fire	Low	Medium	Use after evade	Medium bonus to hit, medium duration fire damage add
10	Stunning Blade	Medium	Medium	Use from beside target	Short duration stun
12	Foxfire	Low	High	Used after Arboreal Fire	High bonus to hit, add fire DoT to target
15	Thorny Shield	Low	High	Use after parry	Small bonus to hit, high bonus to defense, causes self thorn shield
18	Winter's Scythe	Low	Medium	Use after Stunning Blade	Short duration cold damage add
21	Grasping Roots	Very low	High	Use after Thorny Shield	Medium bonus to hit, high bonus to defense, cause PBAOE "thorn" effect
25	Nature's Shield	Medium	Low	Use any time	Has "Engage"-like ability (Valewalker attempts to block/strike projectiles from hitting him)
29	Blizzard Blade	Low	Medium	Use after Winter's Scythe	High damage PBAOE cold damage
34	Arboreal Shield	Medium	None	Use any time	Detaint target, medium defensive bonus
39	Flaming Scythe	Very low	High	Use after Foxfire	Cause "Fire Field" area effect
44	Damaging Grasp	Very low	High	Use after Grasping Roots	Medium bonus to hit, cause long duration root effect
50	Conflagration	None	Very high	Use after Flaming Scythe	High bonus to hit, heavy fire DD on target

Hy Brasil



Horse Routes



City	Horse Routes
Bann-didein	Grove of Domnann, Necht
Droighaid	Grove of Aalid Feie, Grove of Domnann, Necht
Grove of Aalid Feie	Droighaid, Grove of Domnann, Necht
Grove of Domnann	Bann-didein, Droighaid, Grove of Aalid Feie, Necht
Necht	Bann-didein, Droighaid, Grove of Aalid Feie



Hy Brasil Zone Maps

Monster Levels

Monster Level Range: 0–20

Monster Name	Level
bantam shrouder	3–5
botonid displacer	20
botonid leaf	9–11
botonid seedling	3–5
callow forest grazer	4–6
catty sylvanshade	5–8
central treant sprout	12
cniogcrag blighter	18–20
cniogcrag herder	17
cniogcrag infester	16–20
cniogcrag parasite	17
cniogcrag trouter	17–19
domnann angler	11–13
forest grazer calf	0–2
horse	0
hungry shriller	11–13
lian	0
llyalo	0
insidious cniogcrag	16–18
juvenile forest grazer	10–12
lake twinkle	0
lesser sylvanshade	0–1
lost shriller	2, 3
lunger	0–1
matted vines	12, 13
maundering sporite	11–15
nibby cniogcrag	11–13
nosy cniogcrag	10–12
patient shrouder	13–15
precocious cniogcrag	7, 8, 10
scourgin	6, 7
shader	16–19
skimmer	35
sneezer	12–14
spiky botonid	13–16
sporite	9–12
stalking sylvanshade	11, 12
tangle weed	0–2
tendrill weed	4–7
treant sprout	12
Ulrich	4
writhing weed	9–11

Zone Factions

Factions Represented

Faction	Monsters
Predators of Hy Brasil	Scourgin, Patient Shrouder, Domnann Angler
Grazers	All Grazers
Shrillers	Hungry Shrillers
Essence Reflection	Catty and Stalking Sylvanshade
The Cniogcrag	All Cniogcrag
The Botonids	Botonid Leaf, Spiky Botonid, Botonid Displacer

Faction vs. Faction

Faction	Aggressive toward
Predators of Hy Brasil	Grazers, Shrillers
Shrillers	Grazers, The Cniogcrag
Essence Reflection	The Cniogcrag
The Cniogcrag	Essence Reflection

Factions That Can Be Altered

Z'zozicck Zhxizzckrrk

The Tree of Ages

The Watcher

The Outland Residents

The Minions of Myrddrax

Nearby Services

NOTE

Check the "City Maps" section of this guide for more detailed information on merchants, services, and locations for each town.

Grove of Domnann



Merchants

Armor	Weapon
Leather	Arrows
Reinforced	Blade
Robes	Blunt
Scale	Bows
Woven	Focus Staves
	Large
Crafting	Scythes
Alchemy	Shields
Armorcrafting	Spear
Fletching	Staves
Spellcrafting	
Tailoring	
Weaponcrafting	
Dye	
Cloth	
Enamel	
Leather	

Merchants (cont.)

Services	Enchanter
Alchemist Master	Forest
Armorsmith Master	Guardian
Enchanter	Hero
Fletcher Master	Magician
Guild Emblemeer	Mentalist
Guild Registrar	Naturalist
Healer	Nightshade
Name Registrar	Ranger
Recharger	Stalker
Smith	Valewalker
Spellcrafter Master	Warden
Tailor Master	
Vault Keeper	Horse Routes
Weaponsmith Master	Bann-didein
	Droighaid
Trainers	Grove of Aalid Feie
Animist	Necht
Bard	
Blademaster	Crafting Areas
Champion	Alchemy Table
Druid	Forge
Eldritch	Lathe

Bann-didein



Merchants

Armor	Weapon
Leather	Arrows
Reinforced	Blades
Robes	Blunt
Scale	Bows
	Focus Staves
Crafting	Large
Alchemy	Scythes
Armorkrafting	Shields
Fletching	Spears
Spellcrafting	Staves
Tailoring	
Weaponcrafting	Services
	Enchanter
Dye	Healer
Cloth	Recharger
Enamel	Vault Keeper
Leather	
	Horse Routes
	Grove of Domnann
	Necht
	Crafting Areas
	Alchemy Table
	Forge
	Lathe

Encounters

Great Experience for the Brave Beginner



The catty sylvansshade house has a lot of spawns and motionless MOBs. Lower-level players can come here to get the basics of group combat. This island in particular is a great area for XP because it is farther away from the city. Farming camp bonus and group pulling can make for fast leveling for the early character away from town where the spawns are not so heavily hunted. Make sure you bring plenty of supplies, including maybe a few Alchemy potions for emergencies, as running to the guards here is not an option.

Feel Free to Bring a Friend



Higher level than catty sylvansshade house, the shader house can be social and have Scouts. When your group is spotted by a Scout, he will turn and run away from you to his friends. He is not scared of you. Rather, he is getting backup, so be prepared for incoming adds. Arm your crowd control or sprint key for best effect to deal with the new threats. This is a great place for young groups to get a feel for teamwork in dealing with larger MOBs.

A Sylvan in Disguise



This seemingly innocent shader is really a sylvansshade in disguise. Attacking her brings out her true form, one big, nasty Sylvan by the name of Keelladna Falion. When preparing to engage, let her wander to a safe location out of the way of other sylvanshades so that she does not call for help. Keep an eye out for Scouts in the area as well. Fighting her is not tough, for she does not cast any spells, but fighting multiple adds could be too much to handle.

Nice Lake, Bad Trees



Star Lake is the most beautiful sight in Domnann. Shooting stars can make a nice backdrop for screen shots in the evening. Also surrounding the pool is a nice collection of MOBs for the early level players to gain experience. However, keep an eye open for patient shrouders waiting in the nearby willow trees. They hop down on unsuspecting wanderers, often an unfair and unwanted fight.

Bring 'Em On, Bring 'Em All On



As with the named water beetles in Ardee, attacking the cniogcrag herder causes the swarms to attack. This starts a chain reaction of seven linked MOBs, making this a tough battle. This can be an awesome set of MOBs on which to test your AoE spells, provided you and your group can take on anything they may attract.

Enhanced Monster AI

- The forest grazers cower from players.
- Scourgin and Domnann anglers hide from players. They use a bait creature (generally something that appears to be a lower-level monster from the same zone) to lure unwary prey into their maws. When they attack, they reveal themselves, and the lure dies.
- Shaders are essentially Sylvan doppelgangers. They look like normal Sylvans until they attack, at which point they reveal their true selves.
- The power of catty sylvanshades grows and wanes with the day/night cycle. They are strongest at midnight and weakest at noon.
- Cniogcrag herders are always found with a group of much smaller, but very quick cniogcrag swarms.
- Both the writhing weeds and spiky botonids have thorn-shields on at all times.

The Right Place at the Right Time

- Star Lake—After the sun has set on Star Lake, be sure to look for shooting stars and lightning bugs over the surface of the water.
- Insidious Samn—This cniogcrag lives just northeast of Star Lake. He is found in front of a little mound/hut. Thinking himself clever, he attempts to trick you into believing he is all alone by saying, "Oh dear, I am all alone." If you fall for his little ploy, you may suddenly find yourself surrounded by several cniogcrag.
- The Procession—Every so often, a small procession of priests leaves Bann-didein, heading south along the road to the northern shore of Star Lake. When the procession gets to the lake, the participants throw some treant seeds into the magical waters of the lake, and from the lake emerge treant sprouts. Then the procession, along with the new sprouts, makes its way back to the grove. This peaceful ceremony may sometimes be attacked, though, by botonids. You may be able to lend a hand to give one side an edge over the other.



Monster Levels

Monster Level Range: 18–42

Monster Name	Level
arbordon abductor	33–36
arbordon	24–28
botonid tuber	29–31
fomorian bonic	29–32
fomorian geddon	29–32
fomorian militar	21–24
fomorian radden	30–33
fomorian radiac	21–23
fomorian radicant	21–24
fomorian tremulare	29–34
fomorian xexen	21–25
forest grazer calf	0
greater angler	33, 34
green strangler	18–21
horse	0
hungry shriller	0
lesia	0
lesser angler	19–22
lesser sylvanshade	0
lunger	0
mantid dissembler	39–42
mantid exterminator	40–44
mantid peruser	38, 39
mantid priest	40–42
mantid rebel	35–39
mantid stalker	37–39
mantid surveyer	35–39
mantid warlock	48
nosy cniogcrag	0
poisonous sylvanshade	25–28
pollen spore	28–32
rabid bugbear	33–36
rapacious shriller	28–31
river gobbler	21–25
skimmer	35–39
sporite	0
trampler	30, 31, 33, 34
voracious shriller	19–23

Zone Factions

Factions Represented

Faction	Monsters
Predators of Hy Brasil	Lesser and Greater Angler
Grazers	Trampler
Shrillers	Voracious and Rapacious Shrillers
Z'zozicck Zhxizzckrrk	All Mantids
Minions of Myrddraxis	All Fomorians
Essence Reflection	Poisonous Sylvanshade
Land Stalkers	Arbordon and Arbordon Abductors
The Botonids	Botonid Tuber

Faction vs. Faction

Faction	Aggressive toward
Predators of Hy Brasil	Grazers, Shrillers
Shrillers	Grazers
Z'zozicck Zhxizzckrrk	Minions of Myrddraxis
Minions of Myrddraxis	Z'zozicck Zhxizzckrrk
Essence Reflection	Minions of Myrddraxis

Factions That Can Be Altered

The Ixthiar Swarm
Z'zozicck Zhxizzckrrk
The Tree of Ages
The Watcher
The Outland Residents
Minions of Myrddraxis

Nearby Services

NOTE

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Dark of Camelot™ Shrouded Isles™

Droighaid



Merchants

Armor	Dye
Cloaks	Cloth
Leather	Enamel
Reinforced	Leather
Robes	
Scale	Weapon
Woven	Arrows
	Blade
Crafting	Blunt
Alchemy	Bows
Armorcrafting	Focus Staves
Fletching	Large
Spellcrafting	Piercing
Tailoring	Scythes
Weaponcrafting	Shields
	Spear
	Staves

Merchants (cont.)

Services	Horse Routes
Enchanter	Grove of Aalid Feie
Healer	Grove of Domnann
Recharger	Necht
Smith	
Vault Keeper	Crafting Areas
	Alchemy Table
	Forge
	Lathe

Encounters

Bug Hunting



These large mantis creatures roam the southern river bank in the western part of Cailte Gerran. In some cases they move in groups, and in other cases they wander alone. In this array of mantises, there are offensive spell-casters (warlocks) that can debuff, as well as healing types that can also cast damage add on themselves. When hunting the latter, avoid fighting them too close to the main roaming groups, for these sometimes call for help when they are near death.

Formor Dungeon



Formor Dungeon can be found here. So can certain death if you don't bring multitudes of your closest, high-level friends.

Fishing with the Greater Angler



The greater angler is another lizard that uses a "lure" MOB to bait unsuspecting players into fighting a more powerful creature. If the "lure" is close to your level, the lizard can con as much as three colors higher, so choose your battles carefully. As you approach killing the lure MOB, make sure you have the healing power and endurance to back up the much larger fight just around the corner. If not, do you have enough endurance to sprint?

Skimming across the River



Skimmers are ray creatures that move above and below the surface of the river running throughout Caillte Gerran. Slightly hard to see, these creatures are great for soloing, as they do not aggro. However, you can find yourself in a heap of trouble if you wander too far off the riverbanks. To make things easier, consider taking out any opposition in the surrounding areas for easier hunting of these river-dwelling creatures.

Lizards Aplenty

⑤ Lizards, and lots of them—this spawn is more than adequate to supply a group with good pulling for some time. The best location to pull from is a single, medium-sized tree on the north bank. Use a short bow or ranged class to bring the river gobbler to the group, and have fun. There are several such locations along the river that make good pulling locations for constant pulls to your group.

Mi Casa, Su Casa

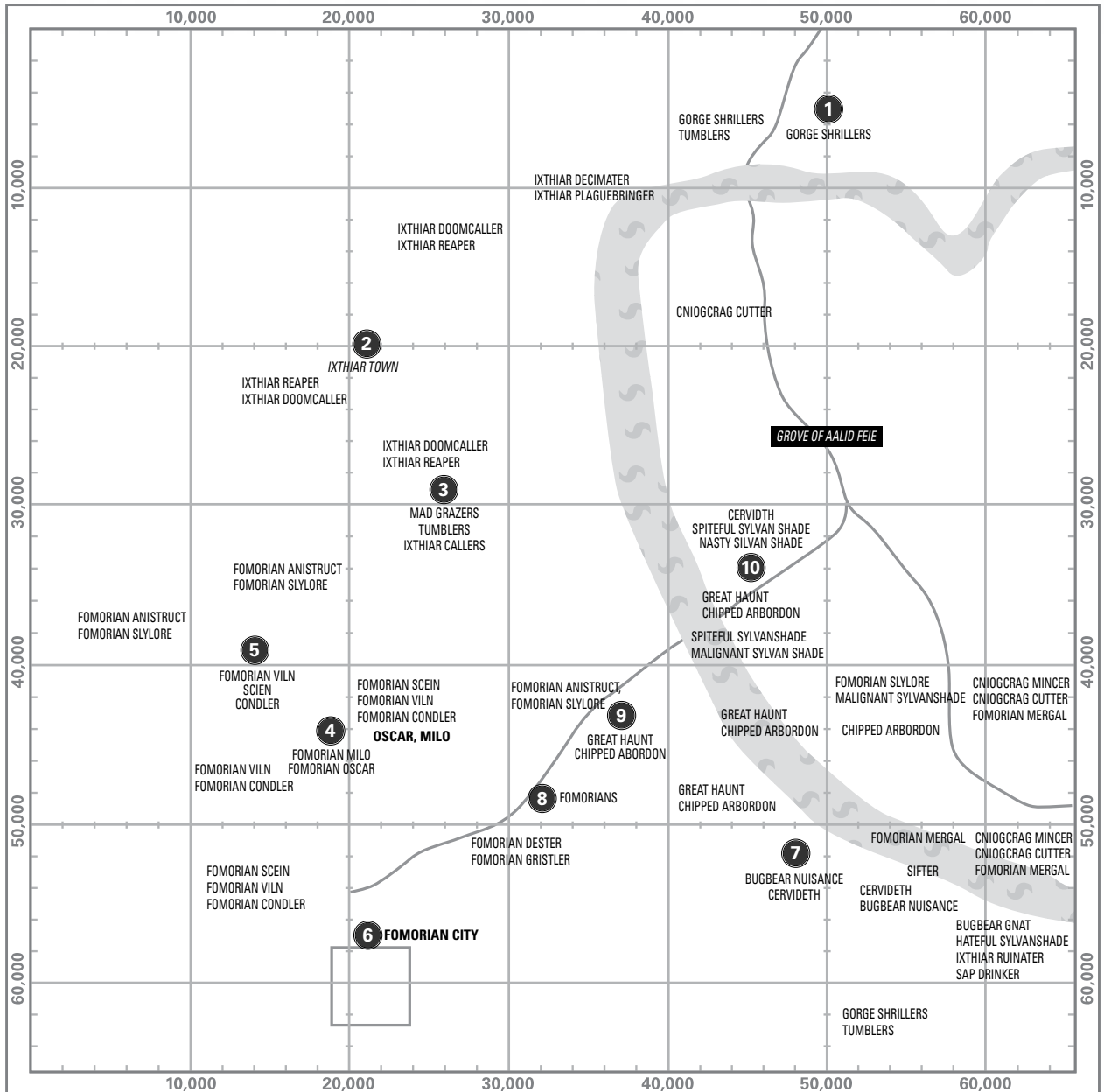


Midlevel characters should find the houses along the countryside a good place for experience. Beware, though—Fomorian are social MOBs and often call for help, resulting in an add. Explore all the houses to discover what secrets and treasure the Fomorians keep in their homes. If they are all dead, they won't mind you doing so.

The Right Place at the Right Time

- Cormag resides in a large pool of water with a fallen tree to one side. If you fight him in his pool, Cormag will rely more upon the steam to damage you. However, engaging him outside of his pool enrages him, so Cormag deals more physical damage.

Vale of Balor



Monster Levels

Monster Level Range: 30–50

Monster Name	Level
Adwyth	50
Anhylaw	49
bugbear gnat	31–32
bugbear nuisance	44–46
cervideth	44, 45
chipped arbordon	50
Cichol Grichnos	63
cniogcrag cutter	33, 34
cniogcrag mincer	34–36
Drygau	51
fomorian anistruct	43–45
fomorian condler	57–61
fomorian dester	47–51
fomorian gristler	54–58
fomorian insipistruct	47
fomorian mergal	35–37
fomorian myder	42–44
fomorian scein	59–61
fomorian syllore	40–43
fomorian viln	57–59
forest grazer calf	0
gorge shriller	42–44
great haunt	51–53
hateful sylvanshade	31–33
horse	0
ixthiar broodmother	51
ixthiar creeper	45
ixthiar decimeter	39–41
ixthiar doomcaller	42–44
ixthiar plaguebringer	39–41
ixthiar reaper	42–45
ixthiar ruinator	34–36
lesser sylvanshade	0
lunger	0
mad grazer	46–48
malignant sylvanshade	44–46
nasty sylvanshade	45–47
sap drinker	31, 32
sifter	49–51

Monster Name	Level
spiteful sylvanshade	46–49
tumbler	35–37
vicious sylvanshade	49–53
wicked sylvanshade	51–52

Zone Factions

Factions Represented

Faction	Monsters
The Cniogcrag	Cniogcrag
The Ixthiar Swarm	Ixthiar
Grazers	mad grazers
The Land Stalkers	arbordons
Essence Reflection	Sylvanshades
Minions of Myrddraxis	Fomorian

Faction vs. Faction

Faction	Aggressive Toward
Cniogcrag	Essence Reflection
Ixthiar Swarm	Essence Reflection
Essence Reflection	Cniogcrag, Minions of Myrddraxis

Factions That Can Be Altered

Cniogcrag
Essence Reflection
Land Stalkers

Nearby Services

NOTE

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Hy Brasil Zone Maps

Grove of Aalid Feie



Merchants

Armor	Weapon
Cloaks	Arrows
Leather	Blade
Reinforced	Blunt
Robes	Bows
Scale	Focus Staves
Woven	Large
	Piercing
Crafting	Scythes
Alchemy	Shields
Armorkrafting	Spear
Fletching	Staves
Spellcrafting	
Tailoring	Services
Weaponcrafting	Enchanter
	Healer
Dye	Recharger
Cloth	Smith
Enamel	Vault Keeper
Leather	

Merchants (cont.)

Trainers	Horse Routes
Bard	Droighaid
Blademaster	Grove of Domnann
Champion	Necht
Druid	
Eldritch	Crafting Areas
Enchanter	Alchemy Table
Hero	Forge
Mentalist	Lathe
Nightshade	
Ranger	
Valewalker	
Warden	

Encounters

The Growl of Shrillers



Blue and yellow con to a 50, gorge shrillers begin to charge up a DD AoE at the center of the MOB. It begins as a rumbling, then gets louder until the damage bursts. Not particularly tough MOBs, as their damage is weak, but they make for a good place to farm as you pass through or in your spare time while staying close to town.

Dark Age of Camelot™ Shrouded Isles™

Roach Motel



This is where the ixthiar call home. Keep an eye out for doomcallers when pulling from this area, as they use an energy-based DD while the reapers close in for combat. As with all insect monsters, bring crush weapons to squash the infestation. They are also social pack MOBs and have the ability to call for help when outnumbered.

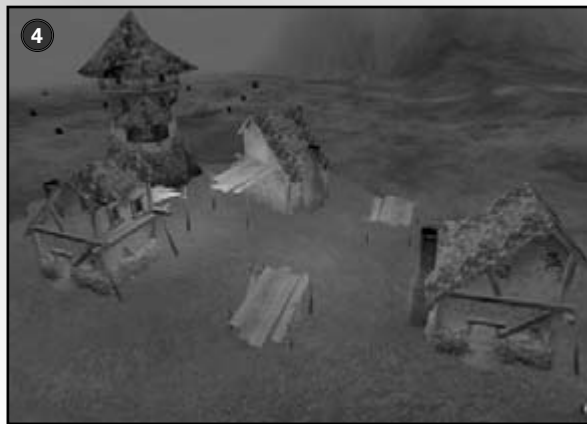
Mad Grazers, Tumblers, and Ixthiar Callers. Oh My!



This is a great spot for soloing, due to the spread-out nature of the MOBs in relation to one another.

Nightshades and solo casters can have a field day here. The MOBs, for the most part, are nonsocial, so the chance of getting an add is low. There are, however, occasional patrols of linked Doomcaster that patrol the area. If you come across them, watch for their nukes; they can spoil your soloing adventure quickly.

Ouch! Who Did That?



Oscar is a Fomorian Ranger who uses his powerful bow to tag group members from a distance. He can fire at the group from behind a canopy in the middle of town, so be sure to watch which way the arrows stick into the unfortunate target, and react appropriately with a mez or your own ranged damage. Condlers and sceins in the area rush in for melee, so make sure you dispose of Oscar early in the fight. Milo is a little off to the side and will not add unless you pull him first.

Hy Brasil Zone Maps

Fomorian Viln, Scien, Condlar



These Fomorians are variations on one another with different damage and resist tables. Attempt to use different weapons to get the most out of the group's damage output. Most of them are melee oriented, and their agro radius is not very high. If you fancy an adventure, try to clear a camp and explore the various ruined houses. Don't forget the top story up the ladders for a complete journey.

Fomorian City



This is the entrance to the Fomorian City. This portion is not populated by MOBs, so it's a good place to take stock of your group members and make sure you are ready to venture in. Recast all your buffs after zoning, as the residents of the town are unfriendly.

Cervideth and the Bugbear Nuisance



Cervideth is almost like a standard-issue pooka, but is a little lower level, and would be adequate to solo or take a level 40 group to. Bugbears are most similar to savage fishing bears from Innis Carthaig and the Bog of Cullen. With a fairly high agro radius and a fast, savage attack, keep your eyes peeled, as they can lay low in the tall grass like the fishing bears do in water.

Fomorians



The Fomorians are in the SW corner of the zone, guarding the entrance to Tur Suil. There are quite a few of them, and they can be as high as level 61. Most likely, you will need a group to get past them all.

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The Great Haunt



Great haunt are very similar to Lough Gur pooka with the same con and damage. This spot is popular to camp and is safe to pull from the bridge. Chipped arbordon in the area hit fast, can take a good amount of punishment, and have a higher agro radius. They also tend to wander around a good bit. Have your mez locked and loaded.

Cervideth, Spiteful Sylvanshade, Nasty Sylvanshade

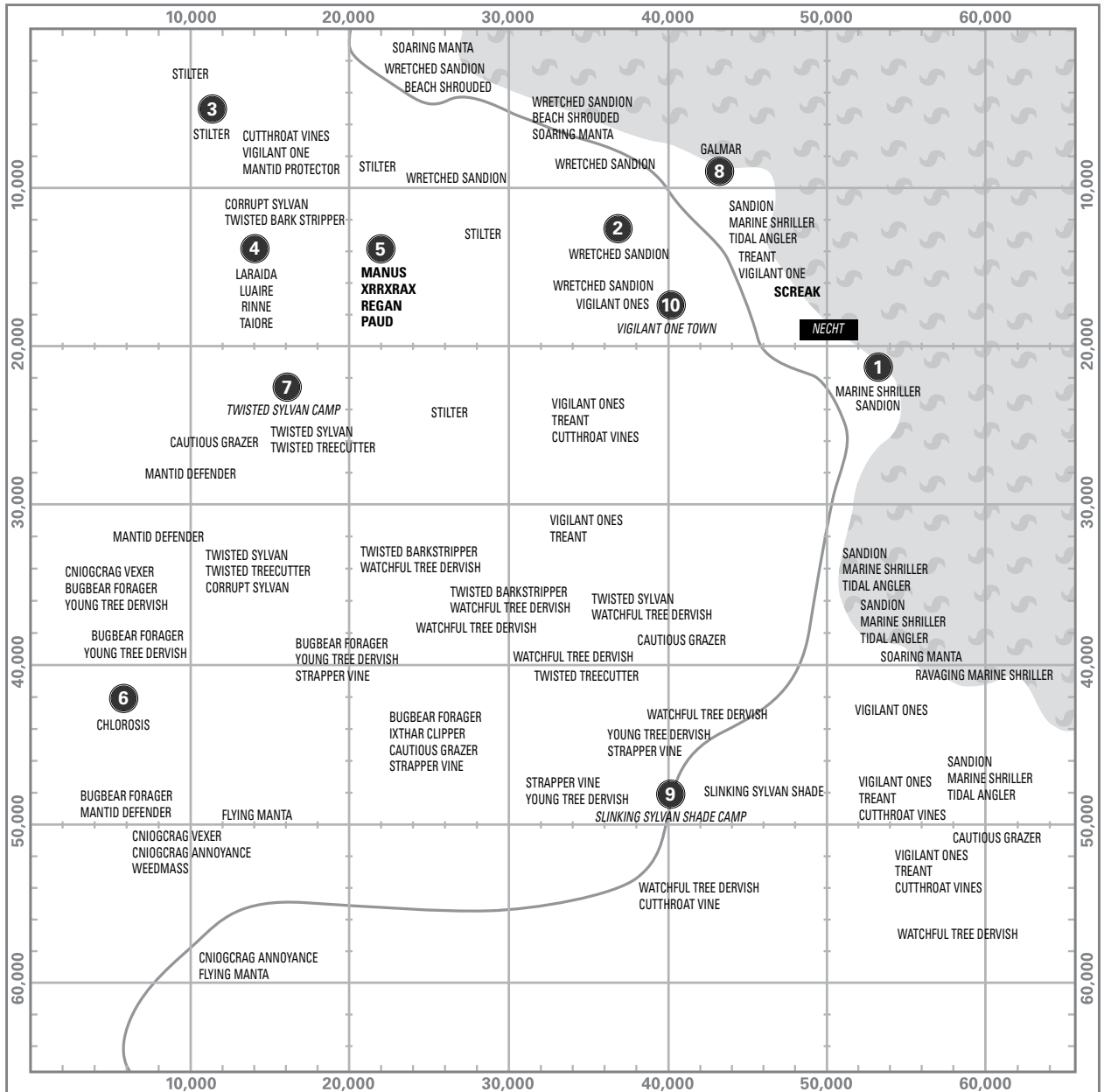


Hunting near town is always a safe bet in case an extra add or pop occurs. Midlevel groups can farm here quite comfortably in range of supplies and support from the town's guards. Farming the spawn from the middle results in catastrophe, so pick a location with your back to the town from which to pull.

Enhanced Monster AI

- **Ixthiar Creeper**—A creeper immediately leaves its brood the moment it spawns. It then ventures out into the vale and starts spawning more ixthiar. If there are no players to control the ixthiar, they will spread over 1/3 of the entire area.

Vigilant Rock



Monster Levels

Monster Level Range: 25–50

Monster Name	Level
beach shrouder	43–45
bugbear forager	27, 28
cautious grazer	29–31
cniogcrag annoyance	25, 26
cniogcrag vexer	25–27
corrupt sylvan	36–39
cutthroat vines	37–39
flying manta	25, 26
forest grazer calf	0
horse	0
ixthiar clipper	28–30
Laraida	35
lesser sylvanshade	0
Luaire	38
lunger	0
mantid defender	29–31
mantid protector	37, 38
marine shriller	38–40
ravaging marine shriller	44, 45
Rinne	36
sanidon	38–40
slinking sylvanshade	38–40
soaring manta	44–46
stilter	43–47
strapper vine	28–30
Taiore	35
tidal angler	40–43
treant	38, 39
tree spirit	0
twisted barkstripper	36–38
twisted sylvan	32–35
twisted treecutter	34–37
vigilant one	36–38
watchful tree dervish	33–35
weed mass	25, 26
wretched sanidon	45–47
young tree dervish	29–31

Zone Factions

Factions Represented

Faction	Monsters
The Cniogcrag	Cniogcrag
The Ixthiar Swarm	Ixthiar
Z'zozicck Zhxizzchrrk	Mantids
Grazers	cautious grazers
The Tree Dervishes	tree dervishes
Rotting Root	Twisted sylvans
The Watcher	Vigilant ones
The Tree of Ages	Treants
The Land Stalkers	Sanidons
Essence Reflection	Sylvanshades
Shrillers	Shrillers
The Predators of Hy Brasil	Tidal Anglers, shrouders

Faction vs. Faction

Faction	Aggressive toward
Cniogcrag	Z'zozicck Zhxizzchrrk, Tree of Ages, Watcher, Essence Reflection
Ixthiar Swarm	Z'zozicck zhxizzchrrk, Tree of ages, Watcher, Essence Reflection
Z'zozicck Zhxizzchrrk	Ixthiar
Tree Dervishes	Tree of Ages, Watcher, Grazers, Shrillers
Rotting Root	Z'zozicck Zhxizzchrrk, Tree of Ages, Watcher
The Watcher	Essence Reflection
Tree of Ages	Rotting Root
Land stalkers	Z'zozicck, Tree of Ages, The Watcher
Essence Reflection	Z'zozicck, Tree of ages, Watcher, Cniogcrag
Shrillers	Grazers, Cniogcrag
Predators of Hy Brasil	Grazers, Shrillers

Factions That Can Be Altered

Ixthiar Swarm
Z'zozicck Zhxizzchrrk
The Watcher
Tree of Ages
Land Stalkers
Essence Reflection

Nearby Services

NOTE

Check the "City Maps" section of this guide for more detailed information on merchants, services, and locations for each town.

Necht



Merchants

Armor	Fletching
Cloaks	Spellcrafting
Leather	Tailoring
Reinforced	Weaponcrafting
Robes	
Scale	Dye
Woven	Cloth
	Enamel
	Leather
Crafting	
Alchemy	
Armorcrafting	

Merchants (cont.)

Weapon	Trainers
Arrows	Animist
Blade	Bard
Blunt	Blademaster
Bows	Champion
Focus Staves	Druid
Large	Eldritch
Piercing	Enchanter
Scythes	Hero
Shields	Mentalist
Spear	Nightshade
Staves	Ranger
	Valewalker
	Warden
Services	
Enchanter	
Healer	Horse Routes
Recharger	Bann-didein
Smith	Droighaid
Vault Keeper	Grove of Aalid Feie
	Crafting Areas
	Alchemy Table
	Forge
	Lathe

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Encounters

Selection Is Prime on the Coast



This is a great camp zone for levels 35 to 40. It is close to town, so the fear of death is eliminated, and the selection of MOBs is premium down the coastline. Shrillers and tidal anglers can be found in the general area. All shrillers have shrieking sounds that grow louder until coming to an explosion during the battle. Pay close attention to tidal anglers, huge lizards that are invisible until you approach them and that can ambush the unaware.

Wretched Sanidons



Wretched sanidons wander this tranquil lake. Nearby MOBs also tend to wander, so pay close attention to adds. Sanidons in all forms are social and come in large groups. While they may not always call

for help or BAF, it is possible they will, so be ready to mez or sprint. Be watchful around the trees at nighttime, as the wretched sanidons blend in, and you may not see them until it's too late.

Cutthroat in the Grass



Cutthroat vines lurk in the tall grass in this area. They are midlevel MOBs, but they can add up fast. Stilts are standard-issue melee MOBs and are vulnerable to crush damage. If you have the option, use a blunt weapon for maximum effect in addition to heat-based nukes. Rangers can do particularly well because of their damage versatility if they position themselves with a height advantage.

Luairé, Laraida, Rinne, Taiore



Surrounding a tree are four named twisted Sylvans that are linked—meaning pull one, and you get them all. Pay atten-

Hy Brasil Zone Maps

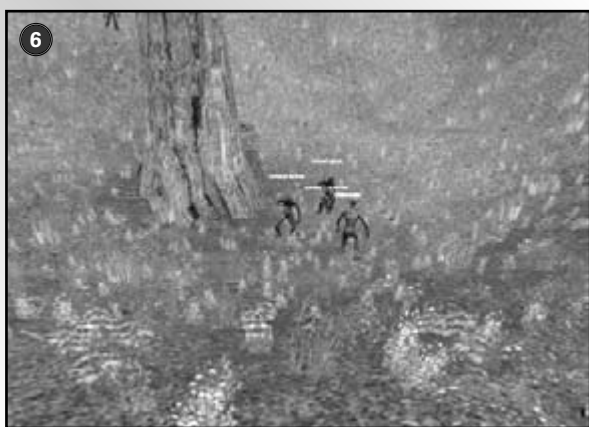
tion to the Sylvans in the trees behind the camp, as the named Sylvans may call for help. These are quest MOBs, so unless you are doing a quest, it is common courtesy to not kill them so others won't have to wait for them to spawn.

Regan, Xvrxrax, Manus



Witness the brawl between these forces of nature and speak to the victor, or jump in and assist your favorite side. Assisting the trees yields a mission. This is a Faction battle, dervishes and insects versus the forces of nature. Choosing a side here could mean long, hard fights if you need to switch sides later.

Chlorosis



Chlorosis is a named twisted Sylvan caster that has fairly good hit points. Dervishes in the area add and call for

help, so soloing here could be very tricky. Chlorosis might not always be up, so be patient and kill the twisted Sylvans in the area to help him spawn faster. Use the surrounding hill to your advantage for both vision and range if you have an archer in your group.

Twisted Sylvan Camp



Twisted barkstrippers cause bleed damage, making it difficult to make a quick exit if you find yourself in trouble. They also enlist the help of their friends if your group is large enough. Corrupt Sylvans in the area are casters, using a low-damage DoT. These two MOBs move around a lot, so pick and choose your camp spot wisely so as not to get an unexpected add. This area in general is great experience because of the number of MOBs and faster spawns times.

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One Tough Galmar



While Galmar only cons yellow to a level 50, this is one tough fight. He calls for help if other beach shrouders are in the area, and he packs a lifetap. It's generally a good policy to bring a friend along to help take this guy down, as the higher-level lifetaps make him pretty tough.

Slinking Sylvanshade Camp



This town is the outpost for slinking sylvanshades everywhere. Complete with a watchtower, these guys come in force if you get too close. Watch for Scouts that roam the area, and pull from the hill farthest from town. Use a ranged attack and mez the incoming adds. If one tries to run for help, make sure you get some damage on him before he makes it back for help.

Vigilant One Town



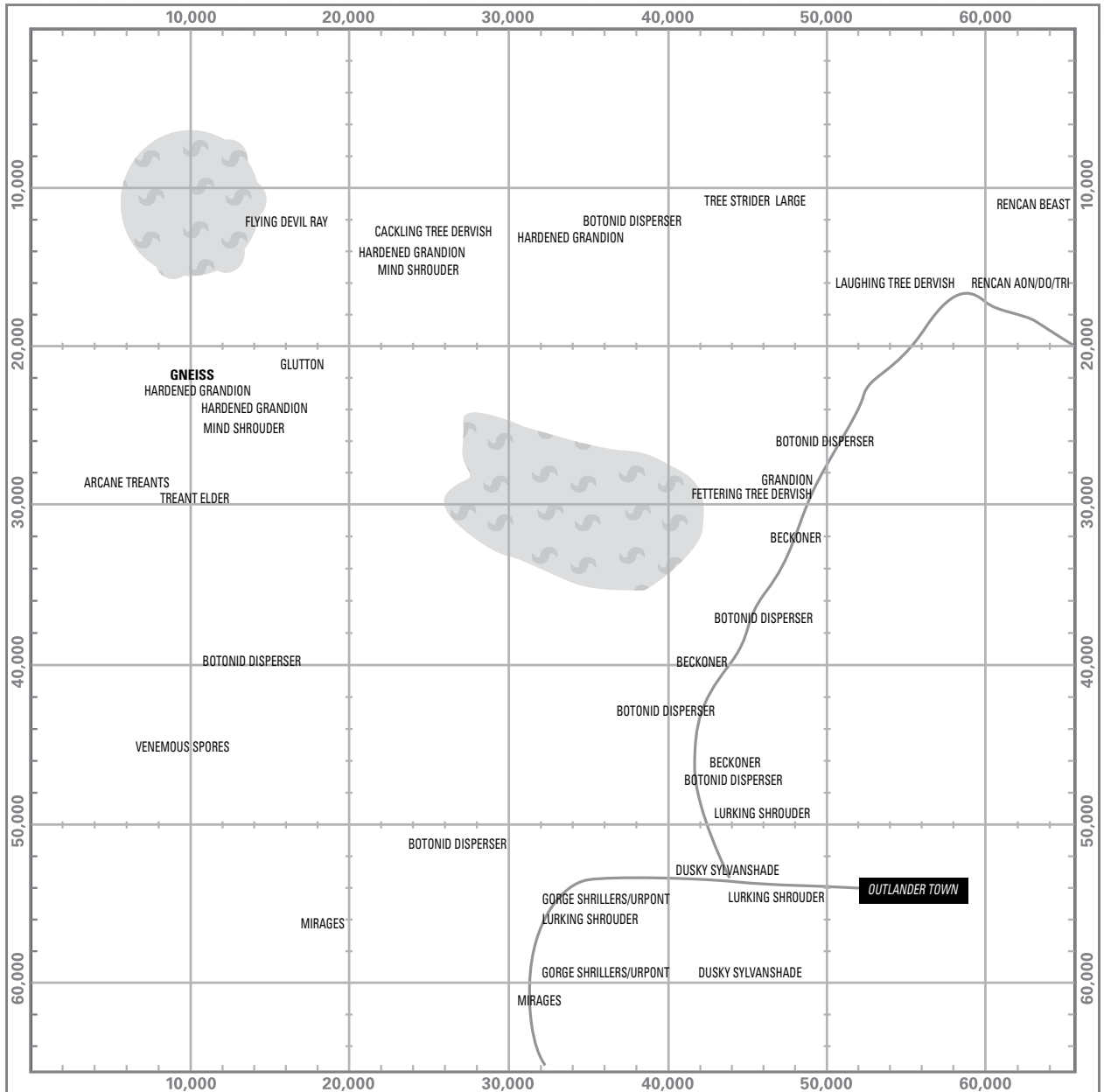
Vigilant ones patrol their outpost. Treants in the area are agro no matter what your Faction, but in general, the vigilant ones leave you alone. Spawn times here are very slow, and unless you are looking for a sightseeing tour, this camp is generally not worth the trouble. There are better ones in the nearby area.

Enhanced Monster AI

- **Whirl and Twirl:** These named dervishes use a fury mode that enables them to attack faster, evade more often, and hit with a wind based DD.
- **Wetwood:** When Wetwood gets a quarter damaged his bark cracks. When that happens, he has the ability to cast an AE DoT on anyone attacking him. This lasts until combat ends.



Cothrom Gorge



Monster Levels

Monster Level Range: 40–60

Monster Name	Level
arcane treant	56, 58
beckoner	52, 54
botonid disperser	48, 50, 52, 54
cackling tree dervish	56, 58
Death Mass	0
Death Vines	0
dusky sylvanshade	42–44
flying devil ray	0
forest breeze	0
garran treant seedling	60
garran treant	52
glutton	56, 58
gneiss piece	58
gorge shriller	42–44
granidon	48–50
greater sylvanshade	52–54
hardened granidon	54, 56, 58
laughing tree dervish	52, 54
lurking shrouder	42–44
mature skimmer	43–45
mind shrouder	56, 58
mirage	45–47
rencan aon	44
Rencan Beast	0
rencan do	44
rencan tri	45
tittering tree dervish	48–50
treant elder	52, 54
tree strider	52, 54
Urpont	48
venomous spore seed	0
venomous spore	48–50
Writhing Core	0
young botonid disperser	42, 44, 46

Zone Factions

Factions Represented

Faction	Monsters
Essence Reflection	Sylvanshades
Land Stalkers	Granidons
Botonid	Botonids
Tree Dervish	Tree dervishes
Tree of Ages	Treants
Outland Residents	Faction town in SE

Faction vs. Faction

Faction	Aggressive toward
Death Vines	Every monster in the zone except shrouders
Shrouders	Shrillers

Factions That Can Be Altered

Z'zozicck Zhxizzckrrk

Tree of Ages

The Watcher

Outland Residents

Krrzck

Nearby Services

NOTE

Check the "City Maps" section of this guide for more detailed information on merchants, services, and locations for each town.

Outlander Town (Faction Town)



Merchants

Armor	Weapon
Cloaks	Blade
Leather	Blunt
Reinforced	Piercing
Scale	Scythes
	Shields
Dye	Spear
Cloth	
	Services
	Enchanter
	Healer
	Smith

Encounters

Crafty Elves



Mirages are elf casters who wait by the road, occasionally roaming a little. They cast self buffs (including a damage shield), they stun, and they have what appears to be a light-based nuke. Be careful of these if you are a pure melee class, as they will run from you, stun you, then nuke you from afar. Classes with magic can interrupt their nukes fairly easily.

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Nasty Little Beasts



Gorge shrillers are nasty little beasts that stun and emit a rumbling when fighting. The large shriller is called Urpont. Urpont hits quite hard, stuns frequently, is immune to certain magic, and can take a fair amount of damage before going down. These creatures are plentiful in this region and should make for good hunting for soloers in their mid 40s or groups of mid-to-high 30s.

What's Lurking in the Trees?



Lurking shrouders are flying creatures that float above the canopy of the trees, waiting to attack unsuspecting travelers. They hit with crushing damage but have no special attacks. Remember to look up occasionally when moving through the forests of Cothram Gorge to avoid being surprised by these.

Hiding in the Shadows



Beware of these larger sylvanshades when traveling the road at night, as they blend well into the darkness. They hit fast and do a lot of damage. The dusky sylvanshades are vulnerable to slashing damage.

Authorized Personnel Only



Be careful to check how the townspeople consider you before approaching Outlander Town. They have both magic and archers with which they can defend themselves. For those with good Faction, you can find most basic services here, including a Healer, Smith, and Poison merchant, as well as merchants who sell some higher-level weapons and armor.

Beckoned by Lures



Similar to its lower-level cousins found in Domnann, these large lizards use a "lure" MOB to trick players. When the lure is attacked, or the player gets too close, the beckoner comes out of hiding and attacks the player. Be especially wary of lone MOBs sitting on the road.

Disperses



Botonid dispersers are large cousins to the botonids found elsewhere. These creatures hit hard and slow, and they're vulnerable to slashing damage. These should be excellent prey for groups with a Warden with pulsing Bladeturn. Be especially careful of the dispersers who roam the road near a lake with a waterfall.

Enhanced Monster AI

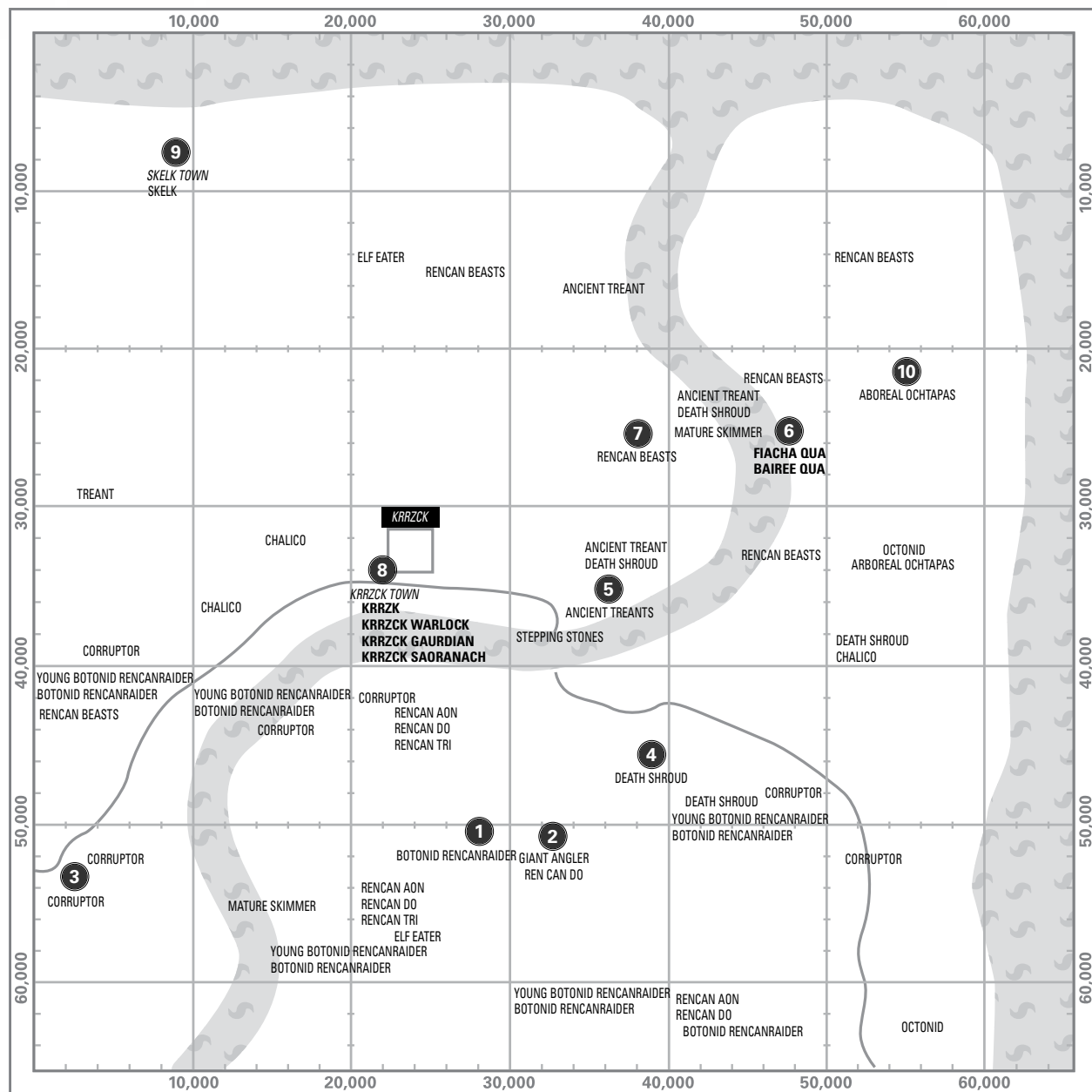
- Spores have an unusual way of spawning in this zone. Their seeds spawn in forests and fly around the treetops, carried on the forest breeze. The seeds eventually make their way out over open ground and land. After a few moments, that seed may grow into an aggressive spore.
- Shrillers use a delayed PBAoE nuke spell. Just prior to casting, they give a warning before they blow.
- Gluttons eat slain players' corpses and heal themselves after making a kill.
- Granidons and hardened granidons shrink and lose defensive strength, but gain other stats when damaged.
- Shrouders hide amongst the treetops so they can ambush players from above.

The Right Place at the Right Time

- The Death Mass is a collection of writhing vines that spawns in the NW part of the zone. Whenever the Death Mass makes a kill, player or NPC, it gains strength and size. Eventually, the Death Mass heads toward the town in the far SE of the zone, killing everything in its path along the way. If no one stops the mass, it will eventually reach the town and wipe the townsfolk out.



Worlds End



Monster Levels

Monster Level Range: 35–65

Monster Name	Level
ancient treant	56, 58, 60
arboreal octapas	59, 61
Balere	0
botonid rencanraider	46–48
chalice	49–51
corruptor bodyguard	50
corruptor	45–47
death shroud	49, 51, 53
elder octonid	65
elf-eater	51, 53
giant angler	50, 52
mature skimmer	43–45
octonid	44–46
rencan aon	42–44
rencan beast	59, 61
rencan do	40, 42–44
rencan tri	43–45
savage bugbear	50, 52
skelk	54, 56, 58
treant	38, 39
young botonid rencanraider	38–40
young death shroud	50
young octonid	40
young treant	45
Zuraspa	35
Zytka	0

Zone Factions

Factions Represented

Faction	Monsters
Rotting Root	Twisted Sylvan
Botonid	Botonids
Tree of Ages	Treants
Krrzck	

Faction vs. Faction

Faction	Aggressive toward
Shrouders	Grazers
Anglers	Grazers
Botonids	Recans

Factions That Can Be Altered

Z'zozicck Zhxizzckrrk

Tree of Ages

The Watcher

Outland Residents

Krrzck

Nearby Services

NOTE

Check the "City Maps" section of this guide for more detailed information on merchants, services, and locations for each town.

Krrzck (Faction Town)



Merchants

Armor	Weapon
Cloaks	Arrows
Leather	Blade
Reinforced	Blunt
Scale	Bows
	Scythes
Dye	Spear
Cloth	
Enamel	Services
Leather	Smith

Encounters

Botonid Rencanraider



Lots of these populate World's End, and they are vulnerable to slashing weapons. Be careful of ones that bring a baby rencanraider to join the fight. Do not let their huge size intimidate you, however. These guys are good experience, especially if you can shoot from the zone wall. Do not let elf eaters, who are profuse in the area, eat you.

Rencan Do and So Can You!



Slaying the rencan do causes a giant angler to leap out of its hiding place and attack. Tackling the rencan do is simple, as it dies in a few hits. However, the giant angler is a completely different story, as it is an orange con to a level 50 with hard-hitting melee attacks. Ranged classes might do well to quick farm the rencan do, as long as you have your sprint key bound up and are ready for traveling. Be careful that in your escape you don't become lunch for the rencanraiders in the area.

Corrupter



These things mean business, and the damage from the repeated DoTs and punches can add up quickly. Bring a Healer and maybe a couple of melee friends when taking out this named MOB.

Hy Brasil Zone Maps

Death Shroud



The hill located by these death shrouds makes for great shooting and ranged attacks. A caster or ranger could have a field day on these things, as long as you're mindful of their wandering. Not terribly powerful, it is possible to drop death shrouds even before they reach the shooter. For group pulling, the hill also provides the best place for preparation, as well as visibility of the pull.

Ancient Treants



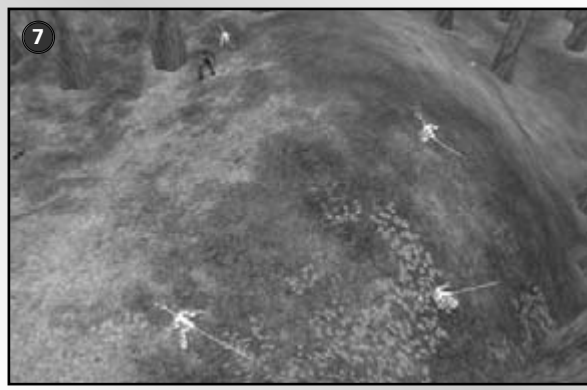
These are the big boys of the forest. Nukes, stun, and heal, along with double melee hits, make these a group-only MOB. It is recommended that you fight these only if the group has a caster or two to help end the fight as soon as possible. Due to the ancient treant's wide versatility during the fight, you can expect a tough match. When the treant gets low on hit points, it is critical to pour on the damage to limit the possibility of it using an instant heal that could turn the tables of the fight.

Bring the House



Two linked, named rencan beasts crank out damage. Expect hits in the range of 400 to 500 per hit on top of heat-based nukes for 300 almost every round. It is advisable to bring the entire realm to the fight. Or do the Enchanter pet/damage shield method of killing super MOBs. This fight promises to be epic.

Super Chickens



These chickens put out damage like no other standard MOB in the zone. Heat-based nukes on top of strong, fast melee attacks make these a force to be reckoned with. Bring your friends and plenty of healing power to crack down on them. There is also a selection of bears in the area to fight in the downtime between chicken spawns. The bears are not difficult and will just hammer away until either you or they go down.

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May the Faction Be Your Guide



Check your Faction before stopping off for supplies here. It's a good place to stock up if you are neutral, as the town offers a Smith and several merchants. If you have bad Faction, beware that there are at least 10 archers in the town on top of melee and casters. To get some experience in this town, pull with extreme caution with respect to the guard towers; otherwise, multiple adds can possibly bring the entire town's wrath down upon the group.

Home of Skelk



A small village that looks like it has been annihilated has been overrun by skelk. These horses have a very strong DoT and can do some huge crush damage along with double hits. A nasty version of pooka, these are quite a bit larger with a wide variation of con. They also roam away from the town and down toward the ocean.

Ouch! Crabs



Standard melee MOBs are good to gain experience in levels for a duo or trio. Bring your crush weapons for best effectiveness against these crabs and other hard-shelled opponents. Pulling from the beach can yield better results, as it offers better escape routes and visibility of the pull. The crabs weave in and out of the dead trees in the area, but the spawn time is fairly consistent to make this a worthwhile camping spot.

Enhanced Monster AI

- Flying mantas fly along the length of the river, around the ocean in the north and the east, and back to the river's start in the south on a network of interconnected paths.
- Elro the Ancient is an ancient treant as powerful as he is old. At his command are a wide range of self buffs and heal spells, as well as some DoTs, DD spells, and a stun. When Elro slays a player, he summons a young treant from the player's lifeless body. The summoned helper aids by healing and attacking.
- Hunter Reesa is as skilled in death as she was in life. This undead Sylvan Hunter roams the night and hunts skelk. Should you catch sight of her, take great care in attacking her.
- Kontar the Corrupt never takes his protection lightly. Wherever he goes he keeps his corruptor bodyguards close. Watch as they form a circle tightly around him, keeping enemies at bay.

Hy Brasil Master Merchant List

Armor

Brea Leather

Varnher	Bann-didein
Rial	Droighaid
Loretta	Droighaid
Daodel	Grove of Aalid Feie
Meerak	Grove of Aalid Feie
Erruno Moraiwe	Grove of Domnann
Kyndia	Grove of Domnann
Krrikk	Krrzck
Dolph	Necht
Coridheid	Necht
Forsa	Outlander Town

Cailiocht Reinforced

Maraharna	Bann-didein
Rial	Droighaid
Loretta	Droighaid
Meerak	Grove of Aalid Feie
Krrikk	Krrzck
Dolph	Necht
Forsa	Outlander Town

Cloaks

Loretta	Droighaid
Daodel	Grove of Aalid Feie
Krrikk	Krrzck
Coridheid	Necht
Forsa	Outlander Town

Constaic Leather

Varnher	Bann-didein
Rial	Droighaid
Meerak	Grove of Aalid Feie
Erruno Moraiwe	Grove of Domnann
Krrikk	Krrzck
Dolph	Necht
Forsa	Outlander Town

Cruaigh Leather

Varnher	Bann-didein
Rial	Droighaid
Meerak	Grove of Aalid Feie
Erruno Moraiwe	Grove of Domnann
Krrikk	Krrzck
Dolph	Necht
Forsa	Outlander Town

Cruanach Scale

Canenyo Norndis	Bann-didein
Laire Indil	Bann-didein
Rial	Droighaid
Daodel	Grove of Aalid Feie
Meerak	Grove of Aalid Feie
Hugh	Grove of Domnann
Krrikk	Krrzck
Dolph	Necht
Coridheid	Necht
Forsa	Outlander Town

Daingean Scale

Canenyo Norndis	Bann-didein
Laire Indil	Bann-didein
Rial	Droighaid
Hugh	Grove of Domnann
Meerak	Grove of Aalid Feie
Krrikk	Krrzck
Dolph	Necht
Forsa	Outlander Town

Nadurtha Reinforced

Maraharna	Bann-didein
Rial	Droighaid
Meerak	Grove of Aalid Feie
Kyndia	Grove of Domnann
Rinon Samhaoir	Grove of Domnann
Krrikk	Krrzck

Dolph

Forsa

Necht

Outlander Town

Robes

Fidelma	Bann-didein
Cead	Droighaid
Eretabh	Grove of Aalid Feie
Sarelle	Grove of Domnann
Caelibien	Necht

Osnadurtha Scale

Canenyo Norndis	Bann-didein
Laire Indil	Bann-didein
Rial	Droighaid
Meerak	Grove of Aalid Feie
Hugh	Grove of Domnann
Krrikk	Krrzck
Dolph	Necht
Forsa	Outlander Town

Tacuil Reinforced

Maraharna	Bann-didein
Rial	Droighaid
Loretta	Droighaid
Daodel	Grove of Aalid Feie
Meerak	Grove of Aalid Feie
Kyndia	Grove of Domnann
Rinon Samhaoir	Grove of Domnann
Krrikk	Krrzck
Dolph	Necht
Coridheid	Necht
Forsa	Outlander Town

Woven

Rial	Droighaid
Meerak	Grove of Aalid Feie
Kyndia	Grove of Domnann
Dolph	Necht

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Weapons

Arrows

Erucyll Raio	Bann-didein
Lilla	Droighaid
Ochinic	Grove of Aalid Feie
Nolaquin Tuaehte	Grove of Domnann
Aarzrrck	Krrzck
Finndith	Necht

Blade

Tarrwynn	Bann-didein
Cassaldra	Droighaid
Strazor	Droighaid
Saldra	Grove of Aalid Feie
Mindy	Grove of Aalid Feie
Natila	Grove of Domnann
Xizxx	Krrzck
Ileene	Necht
Irinida	Necht
Paila	Outlander Town

Blunt

Tarrwynn	Bann-didein
Cassaldra	Droighaid
Strazor	Droighaid
Saldra	Grove of Aalid Feie
Mindy	Grove of Aalid Feie
Natila	Grove of Domnann
Xizxx	Krrzck
Ileene	Necht
Irinida	Necht
Paila	Outlander Town

Bows

Erucyll Raio	Bann-didein
Lilla	Droighaid
Ochinic	Grove of Aalid Feie
Nolaquin Tuaehte	Grove of Domnann
Aarzrrck	Krrzck
Finndith	Necht

Large Weapons

Tarrwynn	Bann-didein
Cassaldra	Droighaid
Strazor	Droighaid
Saldra	Grove of Aalid Feie
Natila	Grove of Domnann
Irinida	Necht
Ileene	Necht

Piercing

Strazor	Droighaid
Mindy	Grove of Aalid Feie
Ileene	Necht
Paila	Outlander Town

Scythes

Landru	Bann-didein
Diarlia	Droighaid
Omery	Grove of Aalid Feie
Syrana	Grove of Domnann
Xizxx	Krrzck
Telliara	Necht
Paila	Outlander Town

Spear

Tarrwynn	Bann-didein
Cassaldra	Droighaid
Strazor	Droighaid
Saldra	Grove of Aalid Feie
Mindy	Grove of Aalid Feie
Natila	Grove of Domnann
Xizxx	Krrzck
Irinida	Necht
Paila	Outlander Town

Staves

Cyrille	Bann-didein
Noad	Droighaid
Kelinya	Grove of Aalid Feie

Taiga	Grove of Domnann
Daon	Necht

Shields

Tarrwynn	Bann-didein
Cassaldra	Droighaid
Saldra	Grove of Aalid Feie
Natila	Grove of Domnann
Irinida	Necht
Paila	Outlander Town

Focus Staves

Cyrille	Bann-didein
Noad	Droighaid
Kelinya	Grove of Aalid Feie
Taiga	Grove of Domnann
Daon	Necht

Dyes

Cloth Dye

Maranene Cuille	Bann-didein
Kelli	Droighaid
Cead	Droighaid
Illeka	Grove of Aalid Feie
Kerall Anacha	Grove of Domnann
Krrzck	Krrzck
Ailela	Necht
Alastair Erea	Outlander Town

Leather Dye

Maranene Cuille	Bann-didein
Kelli	Droighaid
Cead	Droighaid
Illeka	Grove of Aalid Feie
Eretabh	Grove of Aalid Feie
Kerall Anacha	Grove of Domnann
Sarelle	Grove of Domnann

Erruno Moraine	Grove of Domnann
Krrzk	Krrzck
Caelibien	Necht
Ailela	Necht

Metal Enamel

Lerron	Bann-didein
Fidelma	Bann-didein
Kelli	Droighaid
Cead	Droighaid
Illeka	Grove of Aalid Feie
Eretabh	Grove of Aalid Feie
Berandil	Grove of Domnann
Krrzk	Krrzck
Ailela	Necht
Caelibien	Necht

Instrument

Mocimdis	Droighaid
Luiibhrian	Grove of Aalid Feie
Almioghnaarna	Necht
Luisseach Erea	Outlander Town

Poisons

Alciana	Bann-didein
Leameante	Droighaid
Miar	Grove of Aalid Feie
Nenna	Grove of Domnann
Krazckz	Krrzck
Riame	Necht
Halwyn	Outlander Town

Bounty Store

Eloredru	Grove of Domnann
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Crafting Items

Alchemy

Byrania	Bann-didein
Kiddie	Droighaid
Miniine	Grove of Aalid Feie
Alastar	Grove of Domnann
MacDonnell	
Lemfid	Necht
Diathdeda	Necht

Armor Crafting

Ryionna	Bann-didein
Maddie	Droighaid
Finsharse	Grove of Aalid Feie
Macilen Polden	Grove of Domnann
Sevaen	Grove of Domnann
Donlerricca	Necht

Fletching

Yaliseav	Bann-didein
Adrira	Droighaid
Cotteltatan	Grove of Aalid Feie
Sevaen	Grove of Domnann
Laryra	Necht

Spellcrafting

Naoiran	Bann-didein
Rhianna	Droighaid
Blathnidnaona	Grove of Aalid Feie
Taillte MacCann	Grove of Domnann
Lemfid	Necht

Tailoring

Ryionna	Bann-didein
Yaliseav	Bann-didein
Lilerbad	Droighaid
Maddie	Droighaid
Cotteltatan	Grove of Aalid Feie
Finsharse	Grove of Aalid Feie

Sevaen	Grove of Domnann
Macilen Polden	Grove of Domnann
Donlerricca	Necht
Laryra	Necht

Weaponcrafting

Ryionna	Bann-didein
Maddie	Droighaid
Finsharse	Grove of Aalid Feie
Macilen Polden	Grove of Domnann
Sevaen	Grove of Domnann
Donlerricca	Necht

Services

Enchanter

Eileen Murphee	Bann-didein
Soreld	Droighaid
Almiogh	Grove of Aalid Feie
Aresso Cinire	Grove of Domnann
Miog	Necht
Maitiv	Necht
Noirin	Outlander Town

Guild Emblemeer

Kylian	Grove of Domnann
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Guild Registrar

Laura	Grove of Domnann
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Healer

Philyno	Bann-didein
Iesia	Droighaid
Tegornaith	Grove of Aalid Feie
Seriea	Grove of Domnann
Cocan	Grove of Domnann
Eersie	Necht
Gearoidin	Outlander Town

Name Registrar

Arnya	Grove of Domnann
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Recharger

Aleel	Bann-didein
Lynara	Droighaid
Aberlil	Grove of Aalid Feie
Airdin	Grove of Domnann
Berlil	Necht

Smith

Ainnle	Droighaid
Letselina	Grove of Aalid Feie
Ailionora	Grove of Domnann
Kayleigh	Krrzck
Vikta	Necht
Egomas	Outlander Town

Stable Master

Ulrich	Bann-didein
Hyarth	Droighaid
Chullan	Grove of Aalid Feie
Feargh	Grove of Domnann
Bulchaid	Necht

Vault Keeper

Siobiaha	Bann-didein
Jalyna	Droighaid
Jeren	Grove of Aalid Feie
Nessima	Grove of Domnann
Iryne	Necht

Crafters

Alchemist Master

Mairsil	Grove of Domnann
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Armorsmith Master

Monaghan	Grove of Domnann
Taltena	Grove of Domnann

Fletcher Master

Jynaia	Grove of Domnann
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Spellcrafting Master

Laisren	Grove of Domnann
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Tailor Master

Eriano	Grove of Domnann
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Weaponsmith Master

Clora	Grove of Domnann
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Trainers

Animist

Faolan	Grove of Domnann
Nabla	Necht
Stiofann	Necht

Bard

Dualtach	Grove of Aalid Feie
Iian	Grove of Domnann
Kelly	Necht

Blademaster

Felic	Grove of Aalid Feie
Aurnia	Grove of Domnann
Eistir	Necht

Champion

Artgal	Grove of Aalid Feie
Sean McCrean	Grove of Domnann
Fainche	Necht

Druid

Caireann	Grove of Aalid Feie
Ciarda	Grove of Domnann
Adhamh	Necht

Eldritch

Phiala	Grove of Aalid Feie
Yna Liaallgh	Grove of Domnann
Duald	Necht

Enchanter

Isibeal	Grove of Aalid Feie
Ellialah	Grove of Domnann
Maitiu	Necht

Forester

Miach	Grove of Domnann
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Guardian

Searlait	Grove of Domnann
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Hero

Farvila	Grove of Aalid Feie
Serenda	Grove of Domnann
Kevan	Necht

Magician

Sarkan	Grove of Domnann
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Mentalist

Bairbre	Grove of Aalid Feie
Eachann	Grove of Domnann
Lucas	Necht

Naturalist

Loral	Grove of Domnann
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Nightshade

Peige	Grove of Aalid Feie
Lierna	Grove of Domnann
Noe	Necht

Ranger

Kilian	Grove of Aalid Feie
Macawld	Grove of Domnann
Rennia	Necht

Stalker

Keefe	Grove of Domnann
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Valewalker

Alarana	Grove of Aalid Feie
Oriara	Grove of Domnann
Tyrlano	Necht

Warden

Naithi	Grove of Aalid Feie
Yori	Grove of Domnann
Dyrari	Necht

Crafting Areas Alchemy Table

Bann-didein
Droighaid
Grove of Aalid Feie
Grove of Domnann
Necht

Forge

Bann-didein
Droighaid
Grove of Aalid Feie
Grove of Domnann
Necht

Lathe

Bann-didein
Droighaid
Grove of Aalid Feie
Grove of Domnann
Necht

Hy Brasil Master Quest Locator

QUESTS

Name	Level	Starting NPC	Starting Town/Zone	Classes
Mirari's Seeds	1	Trainer	Grove of Domnann/Domnann	Guardian, Stalker
Wild Wilderness	1	Trainer	Grove of Domnann/Domnann	Forester, Naturalist, Magician
Protecting the Groves	2	Trainer	Grove of Domnann/Domnann	Guardian, Stalker
Shade of a Grove	2	Trainer	Grove of Domnann/Domnann	Forester, Naturalist, Magician
Magic in the Grove	3	Trainer	Grove of Domnann/Domnann	Guardian, Stalker
Magical Disturbances	3	Trainer	Grove of Domnann/Domnann	Forester, Naturalist, Magician
Learn the Paths (Way of Arms)	4	Trainer	Grove of Domnann/Domnann	Guardian
Learn the Paths (Way of Stealth)	4	Trainer	Grove of Domnann/Domnann	Stalker
Learn the Paths	4	Trainer	Grove of Domnann/Domnann	Magician
Learning the Paths	4	Trainer	Grove of Domnann/Domnann	Naturalist
Learning the Paths	4	Trainer	Grove of Domnann/Domnann	Forester
Magic for Torrance	7	Trainer	Grove of Domnann/Domnann	Animist, Blademaster, Druid, Mentalist, Valewalker
Sylvan Shadows	7	Trainer	Grove of Domnann/Domnann	Eldritch, Hero, Ranger, Warden
In the Interest of Plants	7	Trainer	Grove of Domnann/Domnann	Bard, Champion, Enchanter, Nightshade
Magical Branches	11	Trainer	Grove of Domnann/Domnann	Animist, Blademaster, Druid, Mentalist, Valewalker
Silver Run	11	Trainer	Grove of Domnann/Domnann	Eldritch, Hero, Ranger, Warden
Sylvan Shadows	11	Trainer	Grove of Domnann/Domnann	Bard, Champion, Enchanter, Nightshade
Watcha Gonna Do	12	Ailonora Parra	Grove of Domnann/Domnann	All classes
The Status of Information	13	Lughaidh MacKiernan	Grove of Domnann/Domnann	All classes
Poison for Ivy	31	Ruairi	Bann-didein/Domnann	All classes
Crace's Desires	35	Crace	Grove of Domnann/Domnann	All classes
Twisted Evil	38	Anraoi or Jyrlan	Grove of Domnann/Domnann (Anraoi) or Necht/Vigilant Rock (Jyrlan)	All classes
Face the Twisted	40	Vkita	Necht/Vigilant Rock	All classes
Fylara's Armor	45	Fylara MacKiernan	Grove of Aalid Feie/Vale of Balor	All classes
The Tree Maidens	48	Lynara	Droighaid/Caillte Garan	All classes
Rhoiwyn's Necklace	49	Carylina	Droighaid/Caillte Garan	All classes
Writhing Death	50	Dolph	Necht/Vigilant Rock	All classes

Bann-didein (Zone: Domnann)



Name	Description
Canenyo Norndis	Scale Armor Merchant
Cyrille	Staff and Focus Staff Merchant
Eileen Murphee	Enchanter
Filidh Carra	Townsperson
Lerron	Dye Merchant
Maraharna	Reinforced Armor Merchant
Maranene Cuille	Dye Merchant
Philyno	Healer
Ulrich	Stable Master



Name	Description
Byrania	Crafting Merchant
Fidelma	Robes and Dye Merchant
Ilyalo	Townsperson
Laire Indil	Scale Armor Merchant
Siobiaha	Vault Keeper
Varnher	Leather Merchant



Name	Description
Alciana	Poison Merchant
Aleel	Recharger
Erucyli Raio	Bow and Arrow Merchant
Guardian Belno	Townsperson
Guardian Eriuna	Townsperson
Landru	Scythe Merchant
Mayrin	Townsperson
Naoiran	Crafting Merchant
Ruairi	Townsperson
Ryionna	Crafting Merchant
Tarrwynn	Blades, Shield, Spear, Blunt, and Large Weapon Merchant
Yaliseav	Crafting Merchant

Quests

Name	Level	Starting NPC	Class
Poison for Ivy	31	Ruairi	All classes

Bann-didein Complete NPC List



MERCHANTS

Name	Merchant Type	Item Types	Location
Alciana	Poison	Poisons	3
Byrania	Crafting	Alchemy Supplies	2
Canenyo Norndis	Armor	Cruanach, Daingean, and Osnadurtha Scale Armor	1
Cyrille	Weapon	Staves and Eldritch, Mentalist, Enchanter, and Animist Focus Staves	1
Erucyll Raio	Weapon	Bows and Arrows	3
Fidelma	Armor	Robes and Metal Enamel	2
Laire Indil	Armor	Cruanach, Daingean, and Osnadurtha Scale Armor	2
Landru	Weapon	Scythes	3
Lerron	Dye	Metal Enamel	1
Maraharna	Armor	Tacuil, Nadurtha, and Cailiocht Reinforced Armor	1
Maranene Cuille	Dye	Cloth and Leather Dye	1
Naoiran	Crafting	Spellcrafting Supplies	3
Ryionna	Crafting	Tailoring, Armor, and Weapon Crafting Supplies	3
Tarrwynn	Weapon	Blades, Shield, Spear, Blunt, and Large Weapon	3
Varnher	Armor	Brea, Constaic, and Cruaigh Leather	2
Yaliseav	Crafting	Fletching and Tailoring Supplies	3

SERVICES

Name	Service Type	Location
Aleel	Recharger	3
Eileen Murphee	Enchanter	1
Philyno	Healer	1
Siobiaha	Vault Keeper	2

NPCs

Name	Location
Ruairi	3
Mayrin	3
Ilyalo	2
Filidh Carra	1
Guardian Belno	3
Guardian Eriuna	3

STABLES

Stable Master	Ticket Destinations	Location
Ulrich	Grove of Domnann and Necht	1

CRAFTING AREAS

Crafting Area	Location
Alchemy Table	2
Forge	2
Lathe	2

Droighaid (Zone: Caille Garran)



Hy Brasil Cities



Name	Description
Adrira	Crafting Merchant
Ainnle	Smith
Bracken	Townsperson
Bridie	Townsperson
Caibre	Townsperson
Cree	Townsperson
Dymphna	Townsperson
Hyarth	Stable Master
Jalyna	Vault Keeper
Lilerbad	Crafting Merchant
Lynara	Recharger
Kiddie	Crafting Merchant
Maddie	Crafting Merchant
Mitri	Townsperson
Paddonina	Townsperson
Rhianna	Crafting Merchant
Wimarc	Townsperson



Name	Description
Cassaldra	Blades, Shield, Spear, Blunt, and Large Weapon Merchant
Cead	Robe and Dye Merchant
Diarlia	Scythe Merchant
Filidh Blathleoh	Townsperson
Ilesia	Healer
Ivy Magennis	Townsperson
Kelli	Dye Merchant
Leameante	Poison Merchant
Lilla	Bow and Arrow Merchant
Loretta	Cloaks, Leather, and Reinforced Armor Merchant
Mocimdis	Instrument Merchant
Noad	Staff and Focus Staff Merchant
Rial	Woven, Leather, Reinforced, and Scale Armor Merchant
Soreld	Enchanter
Strazor	Blades, Blunt, Piercing, Spears, Large Weapon Merchant
Zoe	Townsperson

Quests

Name	Level	Starting NPC	Class
The Tree Maidens	48	Lynara	All classes
Rhoiwyn's Necklace	49	Carylina	All classes

Droighaid Complete NPC List



Leameante	Poison	Poisons	2
Lilerbad	Crafting	Tailoring Supplies	1
Lilla	Weapon	Bows and Arrows	2
Loretta	Armor	Cloaks, Brea Leather, Tacuil and Cailiocht Reinforced	2
Maddie	Crafting	Tailoring, Armor, and Weapon Crafting Supplies	1
Mocimdis	Instrument	Instruments	2
Noad	Weapon	Staves and Eldritch, Mentalist, Enchanter, and Animist Focus Staves	2
Rhianna	Crafting	Spellcrafting Supplies	1
Rial	Armor	Brea, Constaic, and Cruaigh Leather, Tacuil, Nadurtha, and Cailiocht Reinforced, Cruanach, Daingean, and Osnadurtha Scale, and Woven	2
Strazor	Weapon	Blades, Blunt, Piercing, Spears, Large Weapons	2

SERVICES

Name	Service Type	Location
Ainnle	Smith	1
Ilesia	Healer	2
Jalyna	Vault Keeper	1
Lynara	Recharger	1
Soreld	Enchanter	2

MERCHANTS

Name	Merchant Type	Item Types	Location
Adrira	Crafting	Fletching Supplies	1
Aifric	Weapon	Bows and Arrows	
Cassaldra	Weapon	Blades, Shield, Spear, Blunt, Large Weapon	2
Cead	Armor	Robes, Cloth Dye, Leather Dye, and Metal Enamel	2
Diarlia	Weapon	Scythes	2
Kelli	Dye	Cloth Dye, Leather Dye, Metal Enamel	2
Kiddie	Crafting	Alchemy Supplies	1

NPCs

Name	Location
Bracken	1
Bridie	1
Caibre	1
Cree	1
Dymphna	1
Filidh Blathleoh	2
Ivy Magennis	2
Mitri	1
Paddonnia	1
Wimarc	1
Zoe	2

STABLES

Stable Master	Ticket Destinations	Location
Hyarth	Grove of Aalid Feie, Grove of Domnann, and Necht	1

CRAFTING AREAS

Crafting Area	Location
Alchemy Table	
Forge	3
Lathe	3

Grove of Aalid Feie (Zone: Vale of Balor)



Name	Description
Daodel	Cloak, Leather, Reinforced, and Scale Merchant
Daylin	Townsperson
Illeka	Dye Merchant
Kelinya	Staff and Focus Staff Merchant
Letselina	Townsperson
Meerak	Woven, Leather, Reinforced, and Scale Merchant
Miar	Poison Merchant
Mindy	Blade, Blunt, Piercing, and Spear Merchant
Niamh	Townsperson
Ochinic	Bow and Arrows Merchant
Saldra	Blade, Shield, Spear, Blunt, and Large Weapon Merchant
Sarah	Townsperson

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Name	Description
Aberlil	Recharger
Almiogh	Enchanter
Blathnidnaona	Crafting Merchant
Chriptax	Townsperson
Cotteltatan	Crafting Merchant
Eretabh	Robe and Dye Merchant
Filidh Charone	Townsperson
Finsharse	Crafting Merchant
Jeren	Vault Keeper
Krrkxrx	Townsperson
Letselina	Smith
Luilbhrian	Instrument Merchant
Miniine	Crafting Merchant
Omery	Scythes
Tegoornaith	Healer

Name	Description
Alarana	Valewalker Trainer
Artgal	Champion Trainer
Bairbre	Mentalist Trainer
Cairenann	Druid Trainer
Dualtach	Bard Trainer
Farvila	Hero Trainer
Felic	Blademaster Trainer
Isibeal	Enchanter Trainer
Chullan	Stable Master
Kilian	Ranger Trainer
Naithi	Warden Trainer
Peige	Nightshade Trainer
Phiala	Eldritch Trainer
Stiofann	Townsperson



Name Description

Fylara MacKieran	Townsperson
Keeley	Townsperson

Quests

Name	Level	Starting NPC	Class
Fylara's Armor	45	Fylara MacKiernan	All classes

Grove of Aalid Feie Complete NPC List



MERCHANTS

Name	Merchant Type	Item Types	Location
Blathnidnaona	Crafting	Spellcrafting Supplies	2
Cotteltatan	Crafting	Fletching and Tailoring Supplies	2
Daodel	Armor	Cloaks, Brea Leather, Tacuil Reinforced, and Cruanach Scale	1
Eretabh	Armor	Robes, Leather Dye, and Metal Enamel	2
Finsharse	Crafting	Tailoring, Armor, and Weapon Crafting Supplies	2
Illeka	Dye	Cloth Dye, Leather Dye, and Metal Enamel	1
Kelinya	Weapon	Staves and Eldritch, Mentalist, Enchanter, and Animist Focus Staves	1
Luiibhrian	Instrument	Instruments	2
Meerak	Armor	Brea, Constaic, and Cruaigh Leather, Tacuil, Nadurtha, and Cailiocht Reinforce, Cruanach, Daingean, and Osnadurtha Scale, and Woven	1
Miar	Poison	Poisons	1
Mindy	Weapon	Blades, Blunt, Piercing, and Spears	1
Miniine	Crafting	Alchemy Supplies	2
Ochinic	Weapon	Bows and Arrows	1
Omery	Weapon	Scythes	2
Saldra	Weapon	Blades, Shield, Spear, Blunt, and Large Weapon	1

SERVICES

Name	Service Type	Location
Aberlil	Recharger	2
Almiogh	Enchanter	2
Jeren	Vault Keeper	2
Letselina	Smith	2
Tegoornaith	Healer	2

TRAINER

Name	Training Type	Location
Alarana	Valewalker	3
Artgal	Champion	3
Bairbre	Mentalist	3
Caireann	Druid	3
Dualtach	Bard	3
Farvlla	Hero	3
Felic	Blademaster	3
Isibeal	Enchanter	3
Kilian	Ranger	3
Naithi	Warden	3
Peige	Nightshade	3
Phiala	Eldritch	3

NPCs

Name	Location
Chriiptax	2
Daylin	1
Filidh Charone	2
Fylara MacKieran	3
Keeley	3
Krrkxrx	2
Letselina	1
Niamh	1
Sarah	1
Stiofann	3

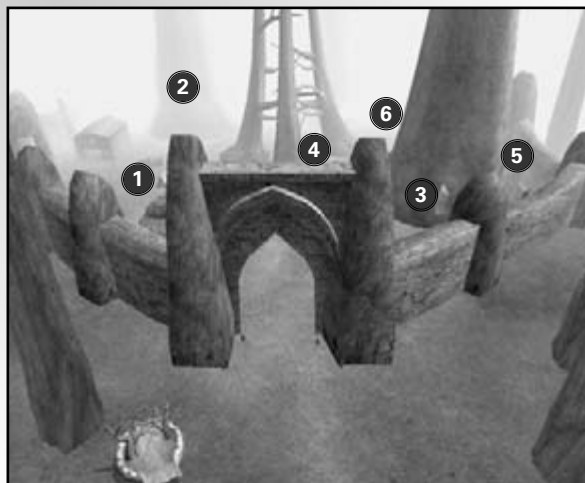
STABLES

Stable Master	Ticket Destinations	Location
Chullan	Droighaid, Grove of Domnann, and Necht	3

CRAFTING AREAS

Crafting Area	Location
Alchemy Table	2
Forge	2
Lathe	2

Grove of Domnann (Zone: Domnann)





Name	Description
Ailionora Parra	Smith
Anraoi	Townsperson
Berandil	Dye Merchant
Feargh	Stable Master
Hugh	Townsperson
Kerall Anacha	Dye Merchant
Kyndia	Woven, Leather, and Reinforced Armor Merchant
Lughaidh MacKiernan	Townsperson
Nolaquin Tuate	Bow and Arrow Merchant
Syrana	Scythe Merchant
Tiaga	Staff and Focus Staff Merchant



Name	Description
Aurnia	Blademaster Trainer
Ciarda	Druid Trainer
Eachann	Mentalist Trainer
Erruno Moraine	Leather and Leather Dye Merchant
Hugh	Scale Armor Merchant
Jack	Townsperson
Liisu	Townsperson
Miach	Forester Trainer
Mirari	Townsperson
Oriara	Valewalker Trainer
Rinon Samhaoir	Reinforced Armor Merchant
Resalg	Townsperson
Sarelle	Robe and Dye Merchant
Searlait	Guardian Trainer

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Name	Description
Airdin	Recharger
Aresso Cinire	Enchanter
Cocan	Healer
Macawld	Ranger Trainer
Natila	Blade, Blunt, Spear, Shield, and Large Weapon Merchant
Sarkan	Magician Trainer
Serenda	Hero Trainer
Seriea	Healer
Yori	Warden Trainer
Yna Lliaallgh	Eldritch Trainer



Name	Description
Aapo	Townsperson
Arnya	Name Registrar
Crace	Townsperson
Eloredru	Bounty Store Merchant
Faolan	Animist Trainer
Filidh Fadywn	Guild Registrar
Gearoid	Townsperson
Kylian	Guild Emblemeer
Laura	Guild Registrar
Niara Priestess of the Grove	Priestess



Name	Description
Alastar MacDonnell	Crafting Supplies
Keefe	Stalker Trainer
Macilen Polden	Crafting Supplies
Sevaen	Crafting Supplies
Tailte MacCane	Crafting Supplies
Taltena	Armor Master



Name	Description
Ceana	Townsperson
Clora	Weaponsmith Master
Ellialah	Enchanter Trainer
Eriano	Tailor Master
Iian	Bard Trainer
Jynaia	Fletcher Master
Laisren	Spellcrafting Master
Lierna	Nightshade Trainer
Loral	Naturalist Trainer
Mairsil	Alchemist Master
Monaghan	Armor Master
Nenna	Poison Merchant
Nessima	Vault Keeper
Rinon	Townsperson
Samhaoir	Townsperson
Sean McCrean	Champion Trainer

Quests

Name	Level	Starting NPC	Class
Mirari's Seeds	1	Trainer	Guardian and Stalker
Wild Wilderness	1	Trainer	Forester, Naturalist, and Magician
Protecting the Groves	2	Trainer	Guardian and Stalker
Shade of a Grove	2	Trainer	Forester, Naturalist, and Magician
Magic in the Grove	3	Trainer	Guardian and Stalker
Magical Disturbances	3	Trainer	Forester, Naturalist, and Magician
Learn the Paths (Way of Arms)	4	Trainer	Guardian
Learn the Paths (Way of Stealth)	4	Trainer	Stalker
Learn the Paths	4	Trainer	Magician
Learning the Paths	4	Trainer	Naturalist
Learning the Paths	4	Trainer	Forester
Magic for Torrance	7	Trainer	Animist, Blademaster, Druid, Mentalist, and Valewalker
Sylvan Shadows	7	Trainer	Eldritch, Hero, Ranger, and Warden
In the Interest of Plants	7	Trainer	Bard, Champion, Enchanter, and Nightshade
Magical Branches	11	Trainer	Animist, Blademaster, Druid, Mentalist, and Valewalker
Silver Run	11	Trainer	Eldritch, Hero, Ranger, and Warden
Sylvan Shadows	11	Trainer	Bard, Champion, Enchanter, and Nightshade
Watcha Gonna Do	12	Ailonora Parra	All classes
The Status of Information	13	Lughaidh MacKiernan	All classes
Crace's Desires	35	Crace	All classes
Twisted Evil	38	Anraoi	All classes

Grove of Domnann Complete NPC List



MERCHANTS

Name	Merchant Type	Item Types	Location
Alastar MacDonnell	Crafting	Alchemy Supplies	5
Berandil	Dye	Enamel Dye	1
Eloredru	Bounty Store	Bounty Supplies	4
Erruno Moraiwe	Armor	Brea, Constaic, and Cruaigh Leather, and Leather Dye	2
Hugh	Armor	Cruanach, Daingean, and Osnadurtha Scale	2
Kerall Anacha	Dye	Cloth and Leather Dye	1
Kyndia	Armor	Woven, Brea Leather, and Tacuil and Nadurtha Reinforced	1
Macilen Polden Crafting		Tailoring, Armor, and Weapon Crafting Supplies	5

Natila	Weapon	Blades, Blunt, Spears, Shields, and Large Weapons	3
Nenna	Poison	Poisons	6
Nolaquin Tuate	Weapon	Bows and Arrows	1
Rinon Samhaoir	Armor	Tacuil and Nadurtha Reinforced	2
Sarelle	Armor	Robes and Leather Dye	2
Sevaen	Crafting	Fletching, Tailoring, Armor Crafting, and Weapon Crafting Supplies	5
Syrana	Weapon	Scythes	1
Taiga	Weapon	Staves and Eldritch, Mentalist, Enchanter, and Animist Focus Staves	1
Taillte MacCann	Crafting	Spellcrafting Supplies	5

TRAINER

Name	Training Type	Location
Aurnia	Blademaster	2
Ciarda	Druid	2
Eachann	Mentalist	2
Ellialah	Enchanter	6
Faolan	Animist	4
Ilian	Bard	6
Keefe	Stalker	5
Lierna	Nightshade	6
Loral	Naturalist	6
Macawld	Ranger	3
Miach	Forester	2
Oriara	Valewalker	2
Sarkan	Magician	3
Sean McCrean	Champion	6
Searlait	Guardian	2
Serenda	Hero	3
Yna Liaallgh	Eldritch	3
Yori	Warden	3

SERVICES

Name	Service Type	Location
Ailionora	Smith	1
Airdin	Recharger	3
Aresso Cinire	Enchanter	3
Arnya	Name Registrar	4
Cocan	Healer	3
Filidh Fadywn	Guild Registrar	4
Kylian	Guild Emblemeer	4
Laura	Guild Registrar	4
Nessima	Vault Keeper	6
Seriea	Healer	3

CRAFTERS

Name	Craft Type	Location
Clora	Weaponsmith	6
Eriano	Tailor	6
Jynaia	Fletcher	6
Laisren	Spellcrafter	6
Mairsil	Alchemist	6
Monaghan	Armor	6
Taltena	Armor	5

NPCs

Name	Location
Aapo	4
Anraoi	1
Ceana	6
Crace	4
Gearoid	4
Hugh	1
Jack	2
Liisu	2
Lughaidh MacKiernan	1
Mirari	2
Niara Priestess of the Grove	4
Resalg	2
Rinon	6
Samhaoir	6

Dark Age of Camelot™ Shrouded Isles™

STABLES

Stable Master	Ticket Destinations	Location
Feargh	Bann-didein, Droighaid, Grove of Aalid Feie, Necht	1

CRAFTING AREAS

Crafting Area	Location
Alchemy Table	5
Forge	5
Lathe	5

Krrzck (Zone: World's End)



NOTE

Krrzck is a Faction town. The inhabitants of this town can be either neutral or aggressive to you, depending on your Faction with them.



Name	Description
Aarzrck	Weapon Merchant
Krrikk	Armor Merchant
Krrzk	Dye Merchant



Name	Description
Xizxx	Weapon Merchant
Kayleigh	Smith
Krazckz	Poison Merchant

Krrzck Complete NPC List

MERCHANTS

Name	Merchant Type	Item Types	Location
Aarzrck	Weapon	Bows and Arrows	1
Krazckz	Poison	Poisons	2
Krrikk	Armor	Cloaks and High Armors	1
Krrzk	Dye	Cloth Dye, Leather Dye, and Metal Enamel	2
Xizxx	Weapon	High Weapons	2

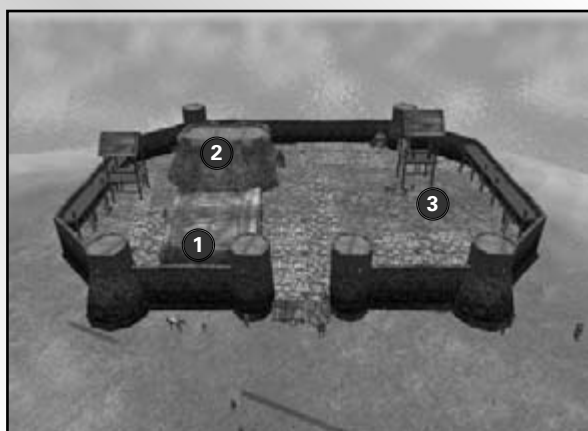
SERVICES

Name	Service Type	Location
Kayleigh	Smith	2

NPCs

Name
Eimear
Zuraspa

Necht (Zone: Vigilant Rock)



Name	Description
Ailela	Dye Merchant
Adhamh	Druid Trainer
Almioghnaarna	Instrument Merchant
Caelibien	Robe and Dye Merchant
Daon	Staff and Focus Staff Merchant
Dolph	Woven, Leather, Reinforced, and Scale Armor Merchant
Eistir	Blademaster Trainer
Ileene	Blade, Blunt, Piercing, and Large Weapon Merchant
Irinida	Blades, Shield, Spear, Blunt, and Large Weapon Merchant
Lucas	Mentalist Trainer
Riame	Poison Merchant
Stiofann	Animist Trainer

Dark Age of Camelot™ Shrouded Isles™



Name	Description
Anyro	Townsperson
Diathdeda	Crafting Merchant
Duald	Eldritch Trainer
Dyrari	Warden Trainer
Fainche	Champion Trainer
Kelly	Bard Trainer
Kevan	Hero Trainer
Laryra	Townsperson
Maitiu	Enchanter Trainer
Nabla	Animist Trainer
Noe	Nightshade Trainer
Orlaith	Townsperson
Rennia	Ranger Trainer
Tyrlano	Valewalker Trainer



Name	Description
Bartley	Townsperson
Berlil	Recharger
Bulchaid	Stable Master
Coridheid	Cloaks, Leather, Reinforced, and Scale Armor Merchant
Donlerricca	Crafting Merchant
Eersie	Healer
Filidh Greigg	Townsperson
Finndith	Bow and Arrow Merchant
Iryne	Vault Keeper
Jyrlan	Townsperson
Lemfid	Crafting Merchant
Miog	Enchanter
Roisin	Townsperson
Telliara	Scythe Merchant
Vikta	Smith

Quests

Name	Level	Starting NPC	Class
Twisted Evil	38	Jyrlan	All classes
Face the Twisted	40	Vkita	All classes
Writhing Death	50	Dolph	All classes

Necht Complete NPC List



MERCHANTS

Name	Merchant Type	Item Types	Location
Ailela	Dye	Cloth Dye, Leather Dye, and Metal Enamel	1
Almioghnaarna	Instruments	Instruments	1
Caelibien	Armor	Robes, Leather Dye, and Metal Enamel	1
Coridheid	Armor	Cloaks, Brea Leather, Tacuil Reinforced, and Cruanach Scale	3
Daon	Weapon	Staves and Eldritch, Mentalist, Enchanter, and Animist Focus Staves	1
Diathdeda	Crafting	Alchemy Supplies	2
Dolph	Armor	Brea, Constaic, and Cruaigh Leather, Tacuil, Nadurtha, and Cailiocht Reinforced, Cruanach, Daingean, and Osnadurtha Scale, and Woven	1
Donlerricca	Crafting	Fletching, Tailoring, Armor Crafting, and Weapon Crafting Supplies	3
Finndith	Weapon	Bows and Arrows	3

Ileene	Weapon	Blades, Blunt, Piercing, and Large Weapons	1
Irinida	Weapon	Blades, Shield, Spear, Blunt, and Large Weapons	1
Lemfid	Crafting	Spellcrafting and Alchemy Supplies	3
Riame	Poison	Poisons	1
Telliara	Weapon	Scythes	3

TRAINER

Name	Training Type	Location
Adhamh	Druid	1
Duald	Eldritch	2
Dyrari	Warden	2
Eistir	Blademaster	1
Fainche	Champion	2
Kelly	Bard	2
Kevan	Hero	2
Lucas	Mentalist	1
Maitiv	Enchanter	2
Nabla	Animist	2
Noe	Nightshade	2
Rennia	Ranger	2
Stiofann	Animist	1
Tyrlano	Valewalker	2

SERVICES

Name	Service Type	Location
Berlil	Recharger	3
Eersie	Healer	3
Iryne	Vault Keeper	3
Miog	Enchanter	3
Vikta	Smith	3

NPCs

Name	Location
Anyro	2
Bartley	3
Filidh Greigg	3
Jyrlan	3
Laryra	2
Orlaith	2
Roisin	

STABLES

Stable Master	Ticket Destinations	Location
Bulchaid	Bann-didein, Droighaid, and Grove of Aalid Feie	3

CRAFTING AREAS

Crafting Area

Alchemy Table
Forge
Lathe

NOTE

Outlander Town is a Faction town. The inhabitants of this town can be either neutral or aggressive to you, depending on your Faction with them.



Outlander Town (Zone: Cothrom Gorge)

Name	Description
Halwyn	Poison Merchant
Forsa	Armor Merchant





Name	Description
Alastair Erea	Dye Merchant
Paili	Weapon Merchant
Noirin	Enchanter



Name	Description
Luisseach Erea	Instrument Merchant
Egomas	Smith
Gearoidin	Healer

Outlander Town Complete NPC List

MERCHANTS

Name	Merchant Type	Item Types	Location
Alastair Erea	Dye	Cloth Dyes	2
Forsa	Armor	High Armors and Cloaks	1
Halwyn	Poison	Poisons	1
Luisseach Erea	Instrument	Instruments	3
Paili	Weapon	High Weapons and Shields	2

SERVICES

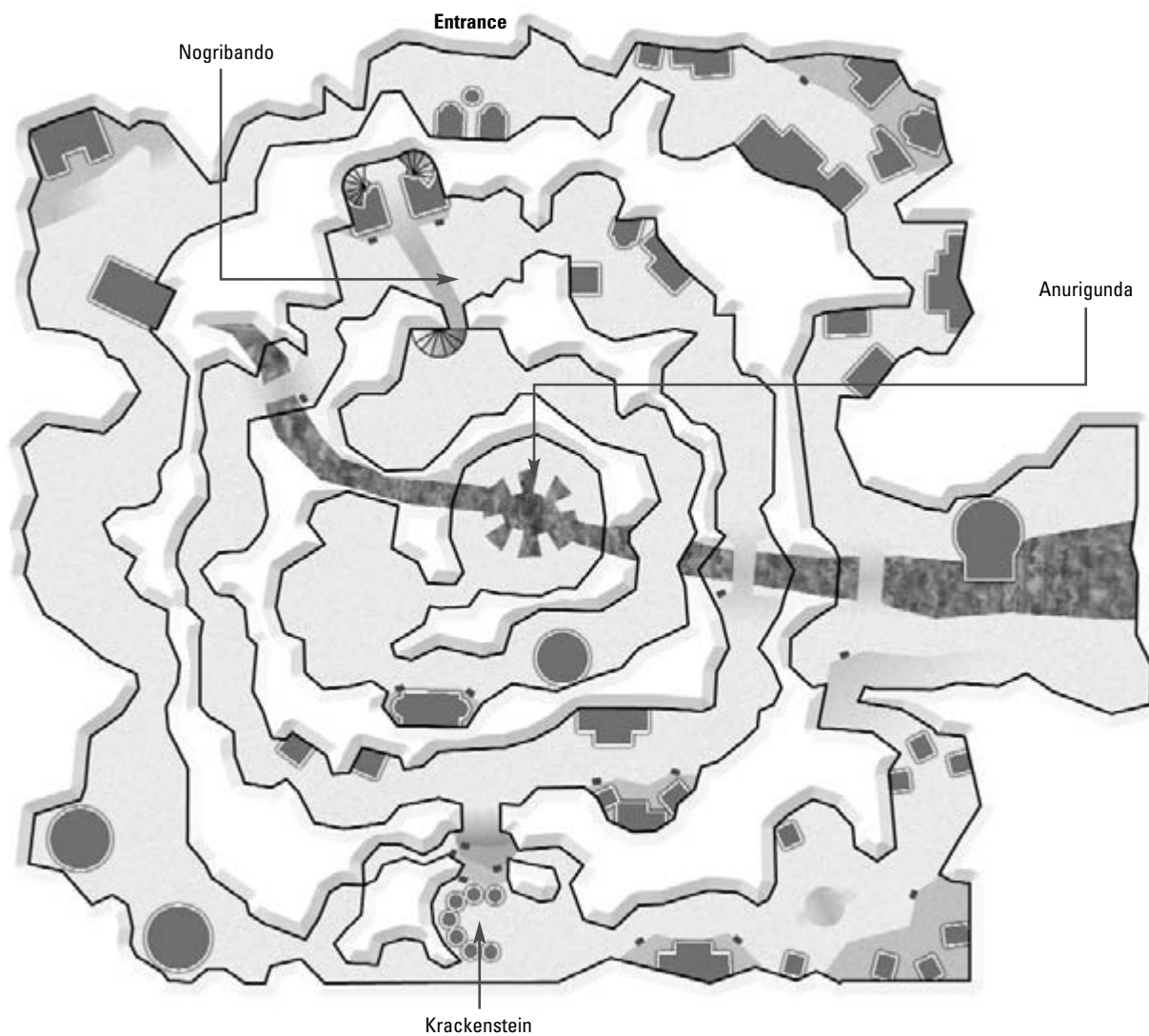
Name	Service Type	Location
Egomas	Smith	3
Gearoidin	Healer	3
Noirin	Enchanter	2

NPCs

Name
Ansol
Aodhnait
Declan
Elnara Erea
Fachtna
Fedail
Hodierna
Ulicia
Zinsya

Fomor

• = Stone Ladder

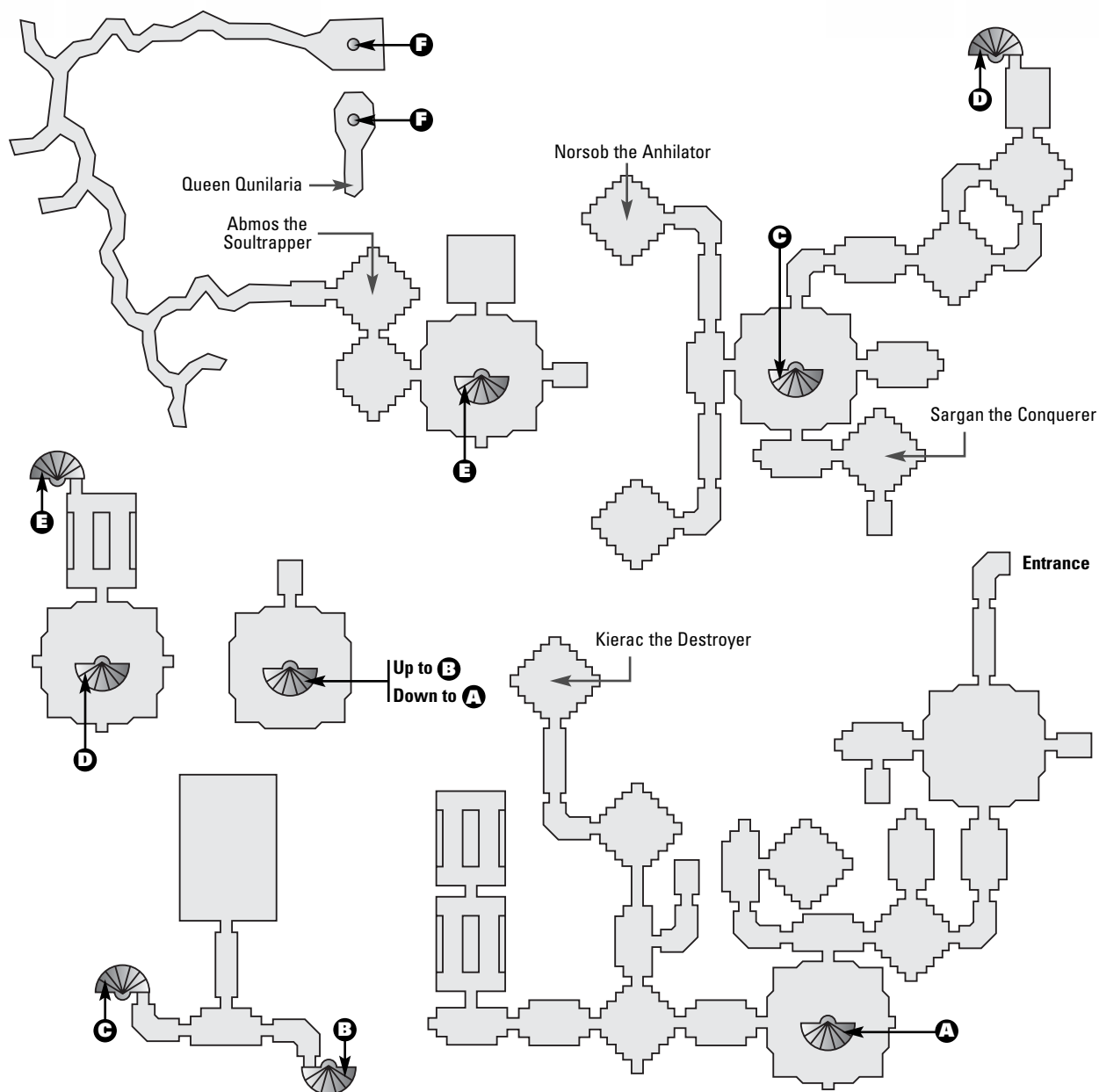


FOMOR MONSTERS

Name	Level
Anurigunda	75
dark grove phantom	54
fomorian alespiar	58
fomorian annek	54
fomorian anteen	60
fomorian balantore	60
fomorian batravian	60
fomorian beller	52
fomorian bestian	54
fomorian bolach	60
fomorian bromar	58
fomorian carnivian	54
fomorian catein	60
fomorian chapestian	52
fomorian comescant	52
fomorian comorrior	52
fomorian contrad	52
fomorian corrial	56
fomorian crecher	58
fomorian creller	56
fomorian creln	58
fomorian cromian	58
fomorian cruerrior	54
fomorian denreer	54
fomorian depressoer	54
fomorian dibreer	60
fomorian diurn	54
fomorian evolerem	52
fomorian ferad	52
fomorian feralidin	52
fomorian ferfian	60
fomorian ferighter	58
fomorian fermiar	56
fomorian ferresian	60
fomorian fieralant	52
fomorian firmat	58
fomorian fyder	60
fomorian gentarn	65
fomorian grendler	60
fomorian harrien	60
fomorian hiccor	58
fomorian hicjer	60

Name	Level
fomorian hofscorian	58
fomorian hydrar	52
fomorian jenscor	58
fomorian jonimar	58
fomorian jorober	60
fomorian kidmar	58
fomorian kreerian	60
fomorian krelrier	56
fomorian lampren	60
fomorian lianteer	54
fomorian marder	56
fomorian marhoder	56
fomorian mijarneur	56
fomorian nelmar	56
fomorian noctur	54
fomorian pecitor	54
fomorian pelistruct	58
fomorian riviant	52
fomorian roblar	58
fomorian saveast	52
fomorian selbor	54
fomorian shawilet	60
fomorian shekiant	56
fomorian shuakal	56
fomorian sillor	56
fomorian skajer	56
fomorian smijer	56
fomorian soragon	54
fomorian sweenglan	60
fomorian towsuran	56
fomorian ugat	52
fomorian vicival	54
fomorian waruel	52
fomorian weamar	56
fomorian wicitant	52
fomorian wolfentry	54
fomorian yarwan	58
fomorian zasser	54
hydrar-trained shriller	50
Krackenschtein	70
Myrddraxis	80
Nogoribando	70

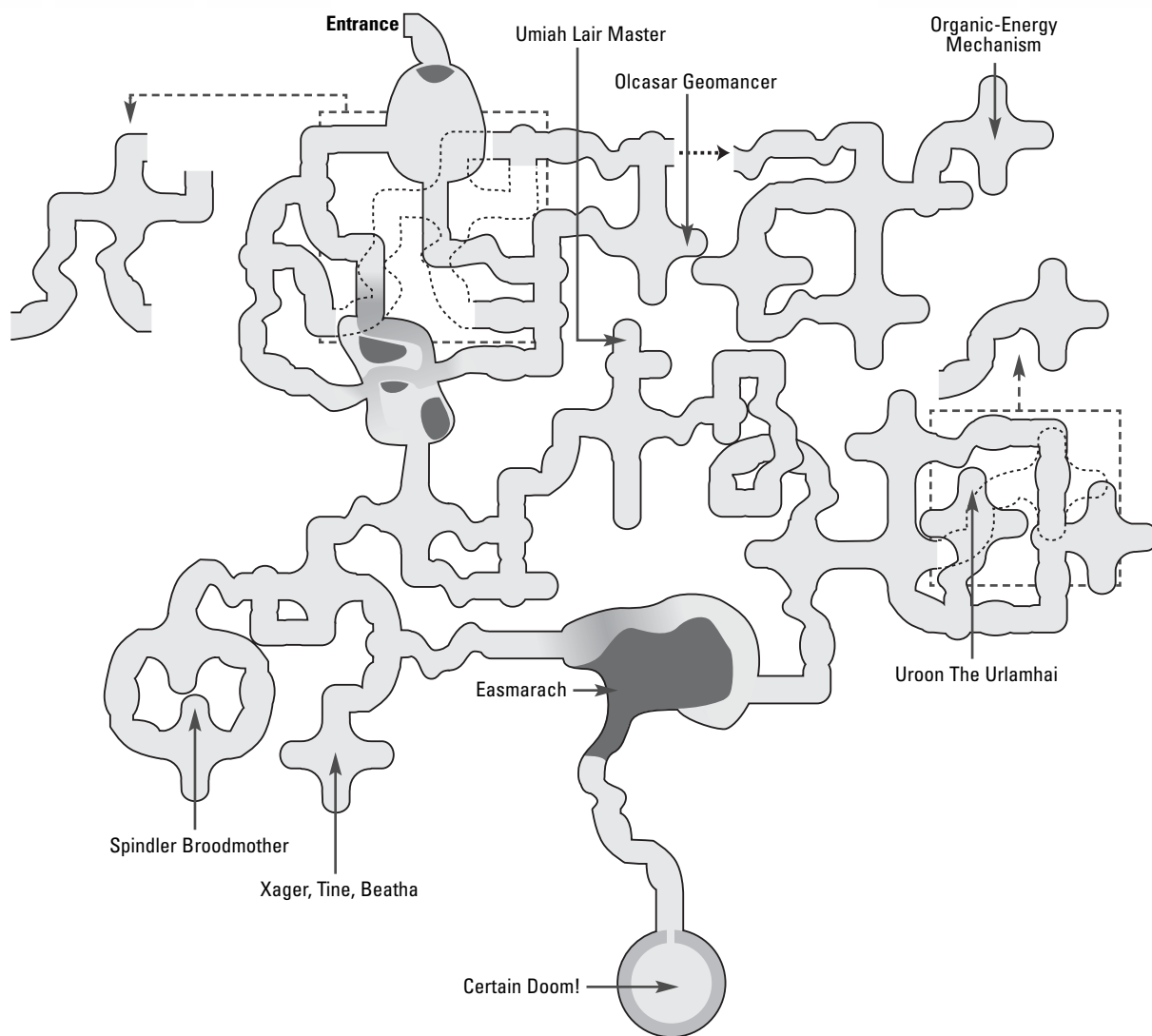
Tur Suil



TUR SUIL MONSTERS

Name	Level
Abomos the Soultrapper	68
Balor	81
balorian ansgar	56–58
balorian aonghus	45, 47, 49
balorian batair	61, 63, 65
balorian conall	46, 48, 50
balorian conlaoch	59–61
balorian diolmhain	62, 64, 66
balorian donogh	49, 51
balorian einion	50, 52
balorian ewyn	62–64
balorian ferdiad	65–67
balorian huon	53, 55, 57
balorian liosliath	50–52
balorian maccus	54, 56, 58
balorian owin	57, 59, 61
balorian sluaghan	53–55
balorian tiertu	58, 60, 62
bugbear scavenger	37, 39, 41
burrowing monstrosity	58, 60, 62, 64
Kierac the Destroyer	69
Master of Pain	74
Norsob the Annihilator	72
rack of spikes	99
Sargan the Conqueror	71
spectral sylvan	54, 56
tortured sylvan spirit	55, 56
tunneling horror	50, 52, 54, 56
wall spike	90

Galladoria



GALLADORIA MONSTERS

Name	Level
Aroon the Urlamhai	81
Beatha	65
blue cattail sporite	75
bottom feeder	77
Bru Sciath Drudge	75
cave drifter	75
Conservator	77
Corp Sciath Drudge	75
Corrupt Primal of Air	83
Corrupt Primal of Earth	83
Corrupt Primal of Fire	83
Corrupt Primal of Water	83
Current of the Falls	0
Damhna Sciath Drudge	75
deep shrouder	79
Easmarach	81
eyes watching you	50
Fire Trail	83, 99
flesh stripper	77
Fuar Sciath Drudge	75
Fuinneamh Sciath Drudge	75
Galladoria Dungeon Spawner	0
gallidorian predator	79
geomancer minion	65
Giant Sporite Cluster	79
Guardian Earthmender	73
Hurionthex	81
hypogean beast	79
lightning spark	99
lurker	77
Magical Earthmender	73
Natural Earthmender	73
newly born spindler	60
olcasar belladonna	77
olcasar deepstalker	79
Olcasar Geomancer	77
olcasar life drainer	77
olcasar mystic	79
olcasar scryer	77
olcasar spikelord	79
olcasar stonemelder	75
olcasar tainter	75
olcasar tracker	77
olcasar twister	81

Name	Level
olcasar undercutter	83
olcasar warrior	75
Olcasgean Warning	0
Olcasgean	87
Organic-Energy Mechanism	79
Primal Encounter	0
Primal Teleporter	0
Ropadh Sciath Drudge	75
Scor Sciath Drudge	75
Shadowy Earthmender	73
Spindler Broodmother	81
spindler	75
Spiorad Sciath Drudge	75
summoned bottom feeder	55
Teas Sciath Drudge	75
Tine	70
tunnel dredger	75
uaimh delver	79
uaimh digger	77
uaimh forager	75
Uaimh Lairmaster	81
uaimh render	81
underdeveloped spindler	50
virulent sporite	79
Watery Vortex Visual	99
Watery Vortex	99
Writhing Root Spawn	0
writhing roots	50
Xaga	81

Spellcrafting

Whoa, Magic

With Spellcrafting, you have the power to create almost any magical item found in the game. Spellcrafters also have the power to enchant player-made weapons and armor with magical properties, so you can produce some exceptional equipment.

An accomplished spellcrafter can, for example, take a player-crafted scimitar and turn it into an uber scimitar that has +5 slash skill, adds +7 to the player's Strength, and adds +11 to the player's Energy resist.

Spellcrafting is an advanced tradeskill. It follows the basic rules of other tradeskills, but has some differences.

- You must craft your Jewels near an Alchemy table.
- You can't use Spellcrafting as a self-sustaining skill while leveling up the trade because there is no NPC "consignment system" as there is with other crafts. There is also no way to salvage your Jewels. The current "buy-back" rate is low, but it may increase in the future.
- You can't sell the Jewels to customers alone—they are only good when imbued into player-crafted weapons or armor.

Sign Me Up

If you have already chosen another trade specialization (Armorcrafting, Tailoring, etc.), you must "clear out" your tradeskill by completing a special quest in order to train in Spellcrafting. You can only go on this quest once, and you can only do it to switch from whatever tradeskill you currently know to Spellcrafting or Alchemy—not to any other tradeskill. Note that all of your current tradeskill levels are reset to zero.

There is an NPC in each of the capital cities of each realm near the name registrar. Each of these NPCs can

guide you through the process of changing your tradeskill order. Once you have established yourself within the new order, you cannot change back; all changes are final.

Change Trade Order NPCs

Realm	NPC
Albion	Edie Wharton
Hibernia	Fabrice
Midgard	Gudmund

Spellcrafting is available to "pure" or "cloth" casters, as well as healers—basically, any class that cannot specialize in a weapon.

Spellcrafting Classes

Realm	Class
Albion	Cabalists, Clerics, Sorcerers, Theurgists, Wizards, Necromancers
Hibernia	Druids, Eldritch, Enchanters, Mentalists, Animists
Midgard	Healers, Runemasters, Shamans, Spiritmasters, Bonedancers

To begin your Spellcrafting career, seek out the masters of the field. They're usually near the local Mages' Guild in your realm. Or, ask a guard where the following people are.

Spellcrafting Masters

Realm	NPC	Location
Albion	Clayton Gage	Camelot
Albion	Stephen Cathel	Gothwaite Harbor
Hibernia	Shannen	Tir na Nog
Hibernia	Laisren	Domnann
Midgard	Hradi Thorleif	Jorheim
Midgard	Baakli	Aegirhamn

Spellcrafting Supply Merchants—Albion

Name	Location
Meadow Williams	Anniogel
Bridget Forge	Caer Diogel
Marc Stokes	Fort Gwyntell
Jackalyn Gordin	Gothwaite Harbor
Constance Fiara	Wearyall Village

Spellcrafting Supply Merchants—Hibernia

Name	Location
Blathnidnaona	Grove of Aalid Feie
Lemfid	Necht
Naoiran	Bann-didein
Rhianna	Droighaid
Taillte MacCann	Grove of Domnann

Spellcrafting Supply Merchants—Midgard

Name	Location
Gauk	Aegirhamn
Ville	Bjarken
Ingela	Dyrfjell
Girdie Hemlock	Hagall
Mikkal	Hagall

Alchemy Lists

Albion

- Camelot (outside of The Academy, outside of the Guild of Shadows, and outside Merlin's Tower)
- Anniogel
- Fort Gwyntell
- Gothwaite Harbor
- Wearyall Village
- Caer Diogel

Hibernia

- Tir na Nog (in the grounds of the Guildhall, in the Druid Grove, and next to the Casters' Guild)
- Aalid Feie
- Bann-didein
- Droighaid
- Grove of Domnann
- Necht

Midgard

- Jordheim (southwest of the Guildhall and next to the Temple of Jotun)
- Aegirhamn
- Dyrfjell
- Hagall
- Knarr

Your Path to Fame, Fortune, and Spontaneous Combustion

Spellcrafting works by placing specially created Jewels on a customer's items. You create the Jewels from power gems, dust reagents, and tempers, which can all be bought from NPC merchants in the realm's major cities.

Creating Spellcrafted Jewels is similar to every other crafting skill in the game. Drag the recipe for the Jewel from your Spellcrafting skill list into your quickbar, have the items in your inventory, then click the quickbar icon to craft the Jewel.

An easy method is to craft the same "class" of Jewel throughout each level, which decreases the number of recipe ingredients. For example, Fiery Jewels always use Draconic Fire temper, whether they're Fiery Essence Jewels, Fiery Shielding Jewels, or Fiery Battle Jewels. Try to craft high yellow and/or low orange con Jewels (usually no more than five over your current skill level) for the most cost-efficient crafting. The success rate isn't as high as for low yellows and

blues, but you have a greater chance for skill increases, and a large level range for creation of the Jewels.

The crafted Jewels have bonuses based on what type and material level they are, similar to material levels and types for other player-crafted items. Each player-crafted weapon or piece of armor has four "slots" that can be used to hold your Jewels.

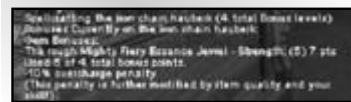
To enchant an item:

- The customer gives you the item (and the money in trade) via the trade window.
- On your trade window, place the Jewel(s) to imbue into the item in the slots provided. You can mix and match Jewels to create the ideal combination. Both you and your customer see the results of this mixing and matching, so make sure you and your customer understand each other. Knowledge of where the customer's current skills, resists, stats, and bonuses are is extremely important. If you go over the max, it's wasted.
- Hit the "Combine" switch (on the lower-left corner of the trade window). The window now says "Combining for" instead of "Trading with." Watch your chat box; it tells you whether or not the combine is possible, and if not, the percent of overcharge and the chance of success.
- When you and your customer agree on a configuration, you both hit the "Accept" button. If you have the appropriate skill, and the item doesn't explode and kill you, the item is imbued and placed in the customer's inventory. If you die, the item and the gem are lost—more on this later.

You are limited by:

- Your skill in Spellcrafting—the maximum amount of imbue points you can "spend" on a weapon is your skill divided by 20.
- The quality of the Jewel—the higher the quality of the Jewel, the higher the chance of success.
- The quality of the item being imbued.

There are various formulas for imbuing and calculating success rates, but the easiest is to pay attention to your chat window as you are combining. It tells you all you need to know.



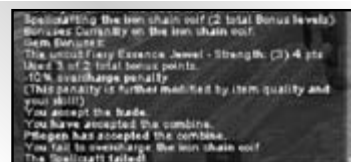
Spellcrafting the Iron Chain Helmset (4 total bonus levels)
Bonuses Currently on the Iron Chain Helmset:
Gem Bonuses:
The rough Mighty Fiery Essence Jewel - Strength (5) 7 pts
Used 2 of 4 total bonus points
10% overcharge penalty
(This penalty is further modified by item quality and your skill)

I Fell Down and Went Boom

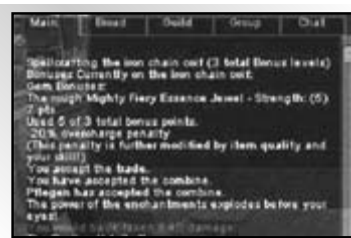
"Spellcrafting is the art of tampering with the core forces of the universe. Sometimes the universe disapproves." This is direct from the folks at Mythic—better heed that warning.

You have the option of "overcharging" an item, or imbuing an item with up to five more imbue points than it can actually hold. When you overcharge something, that overcharge must go somewhere, but there aren't many choices. Either nothing happens, or the item, the jewel, and you explode. You get to come back without loss of Constitution or

Experience; the item and the Jewel are lost forever. Make sure the customer understands this, and turn away anyone who insists on impossible combinations. Better to have a reputation of being picky with your customers than one of costing customers their weapons/armor.



Spellcrafting the Iron Chain Helmset (2 total bonus levels)
Bonuses Currently on the Iron Chain Helmset:
Gem Bonuses:
The rough Mighty Fiery Essence Jewel - Strength (3) 4 pts
Used 3 of 2 total bonus points
10% overcharge penalty
(This penalty is further modified by item quality and your skill)
You accept the trade.
You have accepted the combine.
Pilegen has accepted the combine.
You fail to overcharge the Iron Chain Helmset.
The Spellcraft failed.



Main | Blood | Build | Group | Chat
Spellcrafting the Iron Chain Helmset (3 total bonus levels)
Bonuses Currently on the Iron Chain Helmset:
Gem Bonuses:
The rough Mighty Fiery Essence Jewel - Strength (5) 7 pts
Used 5 of 3 total bonus points
10% overcharge penalty
(This penalty is further modified by item quality and your skill)
You accept the trade.
You have accepted the combine.
Pilegen has accepted the combine.
The power of the enchantments explodes before your eyes.
You die of 100% instant damage.

Overcharging is dependant on four things: the quality of the Jewels you use, the amount you try to go over, the level of the item you imbue, and the spellcrafter's level. In low-level Spellcrafting, you have to use the highest-quality Jewel to do any overcharging, and even then you don't want to do much. At higher levels, you can use lower-quality Jewels on small overcharging and still make successful

imbues. One trick is when you use two high-level Jewels and two lower-level Jewels, remake the lower levels. It is easier and faster to remake a tier 3 or 4 Jewel and get a 100 percent quality, than it is to remake tier 7 or 8 Jewels.

Service with a Smile

The hardest part of Spellcrafting is figuring out what the customers want versus what they can have. Many times people don't know what they want, so you have to guide them with questions and suggestions before you begin to craft. Most important is for your customers to know where their skills, resists, stats, and bonuses currently are, then

build from there. You must familiarize yourself with the Camelot Herald's Spellcrafting calculator, or send your customer there first.

(<http://www.camelotherald.com/documentation/spellcraft.html>)

This saves time because informed customers already know what will work with the items they have, and will be less likely to ask for unrealistic enchantments. There are some other helpful player-created calculators out there, as well as web pages devoted entirely to Spellcrafting. The more you explore and learn, the more you can bring to your skill, and the more you can contribute to the greatness of your realm.

Imbuing Table

Category	Raw	Uncut	Rough	Flawed	Imperfect	Polished	Faceted	Precious	Flawless	Perfect
Essence (Stats)	+1	+3	+5	+7	+9	+11	+13	+15	+17	+19
Shielding (Resists)	+1	+2	+3	+5	+7	+9	+11	+13	+15	+17
Focus	5	10	15	20	25	30	35	40	45	50
Battle (Skills)	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
War (Skills)	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Fervor (Skills)	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Evocation (Skills)	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Primal (Skills)	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Chaos (Skills)	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Nature (Skills)	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Arcane (Skills)	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Blood (HP)	+4	+12	+20	+28	+36	+44	+52	+60	+68	+76
Mystic (Power)	+1	+2	+3	+5	+7	+9	+11	+13	+15	+17

Essence Jewels (Stat Increases)—All Realms

Essence Jewel	Stat
Fiery Essence Jewel	Strength
Earthen Essence Jewel	Constitution
Vapor Essence Jewel	Dexterity
Airy Essence Jewel	Quickness
Watery Essence Jewel	Piety
Heated Essence Jewel	Empathy
Dusty Essence Jewel	Intelligence
Icy Essence Jewel	Charisma
Blood Jewel	Hit Points
Mystical Jewel	Power

Shielding Jewels (Resist Increases)—All Realms

Shielding Jewel	Resist
Dusty Shielding Jewel	Body
Icy Shielding Jewel	Cold
Heated Shielding Jewel	Heat
Light Shielding Jewel	Energy
Earthen Shielding Jewel	Matter
Vapor Shielding Jewel	Spirit
Airy Shielding Jewel	Thrust
Fiery Shielding Jewel	Crush
Watery Shielding Jewel	Slash

Battle Jewels (Melee Skill Increases)—All Realms

Battle Jewel	Melee Skill
Vapor Battle Jewel	Parry
Fiery Battle Jewel	Shield
Earthen Battle Jewel	Staff
Airy Battle Jewel	Stealth
Dusty Battle Jewel	Envenom
Heated Battle Jewel	Critical Strike

War Sigils (Weapon Skill Increases)—Albion

War Sigil	Weapon Skill
Watery War Sigil	Slash
Fiery War Sigil	Crush
Dusty War Sigil	Thrust
Heated War Sigil	2-Handed
Earthen War Sigil	Polearm
Airy War Sigil	Longbow
Vapor War Sigil	Crossbow
Icy War Sigil	Dual Wield

Fervor Sigils (Cleric/Paladin/Minstrel Spell Skill Increase)—Albion

Fervor Sigil	Spell Skill
Fiery Fervor Sigil	Smiting
Airy Fervor Sigil	Enhancements
Watery Fervor Sigil	Rejuvenation
Earthen Fervor Sigil	Chants
Vapor Fervor Sigil	Instruments

Evocation Sigils (Caster Spell Skill Increases)—Albion

Evocation Sigil	Spell Skill
Earthen Evocation Sigil	Earth
Icy Evocation Sigil	Cold
Fiery Evocation Sigil	Fire
Airy Evocation Sigil	Wing
Heated Evocation Sigil	Body
Dusty Evocation Sigil	Matter
Vapor Evocation Sigil	Spirit
Watery Evocation Sigil	Mind

War Spell Stones (Weapon Skill Increases)—Hibernia

War Spell Stone	Weapon Skill
Water War Spell Stone	Blades
Fiery War Spell Stone	Blunt
Dusty War Spell Stone	Pierce
Heated War Spell Stone	Large Weapon
Earthen War Spell Stone	Celtic Spear
Icy War Spell Stone	Celtic Dual
Airy War Spell Stone	Recurve Bow

Nature Spell Stones (Naturalist Spell Skill Increases)—Hibernia

Nature Spell Stone	Spell Skill
Fiery Nature Spell Stone	Nurture
Water Nature Spell Stone	Regrowth
Earthen Nature Spell Stone	Nature
Airy Nature Spell Stone	Music

Arcane Spell Stones (Caster/Champion Spell Skill Increases)—Hibernia

Arcane Spell Stone	Spell Skill
Airy Arcane Spell Stone	Valor
Fiery Arcane Spell Stone	Light
Watery Arcane Spell Stone	Mana
Vapor Arcane Spell Stone	Enchantments
Icy Arcane Spell Stone	Void
Earthen Arcane Spell Stone	Mentalism

War Runes (Weapon Skill Increases)—Midgard

War Rune	Weapon Skill
Watery War Rune	Sword
Fiery War Rune	Hammer
Earthen War Rune	Axe
Heated War Rune	Spear
Airy War Rune	Composite Bow
Vapor War Rune	Thrown Weapons
Icy War Rune	Left Axe

Primal Runes (Hybrid Spell Skill Increases)—Midgard

Primal Rune	Spell Skill
Earthen Primal Rune	Beastcraft
Airy Primal Rune	Battlesongs
Fiery Primal Rune	Stormcalling

Chaos Runes (Magic Skill Increases)—Midgard

Chaos Rune	Magic Skill
Icy Chaos Rune	Darkness
Dusty Chaos Rune	Suppression
Heated Chaos Rune	Runecarving
Vapor Chaos Rune	Summoning
Watery Chaos Rune	Mending
Airy Chaos Rune	Augmentation
Fiery Chaos Rune	Subterranean (Cave Magic)
Earthen Chaos Rune	Pacification

Alchemy Guide

Introduction

Alchemy is one of two new magical tradeskills available in *Dark Age of Camelot*. It deals with the production of dyes, poisons, potions, and tinctures.

Alchemists can produce all the armor dyes that were previously available only from NPC merchants; and they can do so at nearly half the price.

Poisons are used by the assassin classes. Alchemy allows these classes to produce all the poisons previously available only from NPC merchants, as well as a number of new, magical poisons.

Potions are available in numerous forms—from those that heal health, endurance, or power, to those that buff a character's Strength, Constitution, Dexterity, Acuity, or even a combination of two stats. Special potions that imbue the user with damage shields, haste, health, or power regen are also available.

A skilled Alchemist can produce tinctures that can be imbued into armor or weapons to give them magical powers. These tinctures come in three types: charges, effects, and reactive effects. Charges can be imbued into either weapons or armor, and can be used upon command by the wielder. Effects can be imbued into weapons or shields and have a chance to proc whenever the wielder hits an enemy with the weapon. Reactive effects can be imbued into armor and have a chance to proc when an enemy hits the armor. Reactive effects are one of the hardest components to make in Alchemy, and only the most skilled Alchemist can produce them.

Most Alchemy recipes require ingredients that can be bought in each realm's capital city. However, a highly skilled Alchemist gains access to the strongest poisons and potions, which require ingredients dropped from monsters found within their realm.

Getting Started

So you want to be an Alchemist? First you need to see if you're made of the right stuff. Alchemy is only available to the following classes:

Alchemy Classes

Realm	Class
Albion	Friars, Infiltrators, Minstrels, Paladins, Scouts, Reavers
Hibernia	Bards, Champions, Nightshades, Rangers, Wardens, Valewalkers
Midgard	Hunters, Shadowblades, Skalds, Thanes, Savages

In order to become an Alchemist, you cannot already have a tradeskill. Those who already have a mundane tradeskill—such as Weaponcrafting, Armorcrafting, Fletching, or Tailoring—can obtain a quest to remove their current tradeskills, allowing them to change their tradeskill to Alchemy. To obtain the quest, talk to an NPC in your realm's capital city.

Change Trade Order NPCs

Realm	NPC
Albion	Edie Wharton
Hibernia	Fabrice
Midgard	Gudmund

When you are ready to become an Alchemist, you must visit the Alchemy master in your realm's capital city.

Alchemy Masters

Realm	NPC	Location
Albion	Adelaide Dinsmore	Ground floor of Merlin's Tower
Albion	Mirelle Edmunds	Gothwaite Harbor
Hibernia	Aslander	Second floor of house next to Casters' Guild
Hibernia	Mairsil	Grove of Domnann
Midgard	Armod Dag	Next to Vaultkeeper in the Guildhall
Midgard	Edony	Aegirhamn

Right-click on the Alchemy master to speak with him/her, and he/she will ask if you wish to join the Order of Alchemists. Left-click on the highlighted word "Alchemists" to bring up the dialog box asking you to confirm your wish to become an Alchemist. If this is what you want, click "Accept." If you aren't sure, click "Decline," because you cannot change your tradeskill later.

When you click "Accept," you are welcomed into the Order of Alchemists and gain knowledge of the following skills.

Alchemy

Your skill level in Alchemy defines what recipes you have access to, as well as how much skill you can obtain in your mundane tradeskills.

Herbcraft

A secondary skill of Alchemy, unlike mundane secondary skills, it currently has no recipes of its own. Your skill in Herbcraft automatically rises as you gain skill in Alchemy, and always stays within a few points of your Alchemy skill.

Spellcrafting

As an Alchemist, you can get Spellcrafting to 45 percent of your Alchemy skill. If your Alchemy skill is at 600 points, you can get Spellcrafting to 270 maximum.

Gemcutting

The secondary skill of Spellcrafting, it currently has no recipes of its own. You only gain skill in Gemcutting if you practice Spellcrafting as well as Alchemy. Gemcutting attempts to catch up with your Alchemy skill instead of staying level with your Spellcrafting skill as it would if you were a spellcrafter.

Jewelcraft

This is another secondary skill, but it's currently not implemented. It will cover the creation of jewelry and will be implemented sometime in the future. An Alchemist can gain skill in Jewelcraft up to his Alchemy skill.

Now that you are an Alchemist, it's time to buy your tools of the trade. These can be obtained from the Alchemy merchants in your realm's capital city, as well as in the new zones.

Alchemy Supply Merchants—Albion

Name	Location
Brach Leof	Camelot
Chelseigh Stilman	Camelot
Gremain Watford	Camelot
Eddian Peadar	Anniogel
Michael Thornbriar	Caer Diogel
Isabel	Caer Diogel
Petrus Aitken	Fort Gwyntell
Josephina Stokes	Fort Gwyntell
Billy Faulklier	Gothwaite Harbor
Ylaine Barrett	Gothwaite Harbor
Annete Howell	Wearyall Village
Jon Blake	Wearyall Village

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Alchemy Supply Merchants—Hibernia

Name	Location
Cedric	Tir na Nog
Darcy	Tir na Nog
Saffa	Tir na Nog
Alastar MacDonnell	Grove of Domnann
Byrania	Bann-didein
Diathdeda	Necht
Kiddie	Droighaid
Lemfid	Necht
Miniine	Grove of Aalid Feie

Alchemy Supply Merchants—Midgard

Name	Location
Om	Jordheim
Holsvi Hallgrim	Jordheim
Urho	Aegirhamn
Arnie	Bjarken
Sisko	Bjarken
Eija	Dyrfjell
Acchilies Trelolph	Hagall
Mikkal	Hagall
Jarnsaxa	Knarr
Reynilda	Knarr

Right-clicking on one of the Alchemy merchants opens up the merchant window where you can buy your tools and materials. With the introduction of Alchemy and Spellcrafting, the merchant windows have been improved so that they now have multiple pages of items on a single merchant. To swap between the pages, use the arrow buttons to the left of the page number at the window's bottom-right. If you can't find something by clicking through the pages, scroll up and down to check all the merchant's wares.

This Alchemy merchant window shows the new merchant interface.

First you need an Alchemy Kit and a Mortar and Pestle. These need to be placed in your inventory while doing Alchemy. You also need to be near an Alchemy Table, which is in your realm's capital city.



Alchemy Tables

Albion

Camelot (Outside of the Academy, Outside of the Guild of Shadows, and outside Merlin's Tower)

Anniogel

Fort Gwyntell

Gothwaite Harbor

Wearyall Village

Caer Diogel

Hibernia

Tir na Nog (In the grounds of the Guildhall, in the Druid Grove, and next to the Casters' Guild)

Aalid Feie

Bann-didein

Droighaid

Grove of Domnann

Necht

Midgård
Jordheim (Southwest of the Guildhall and next to the Temple of Jotun)

Aegirhamn

Dyrfjell

Hagall

Knarr

An Alchemy Table



Recipes

Now that you have the tools needed for Alchemy, you must create your tradeskill hotbar to use when you practice Alchemy.

Open your skill page (the one with your skill specialization on it). Left click on the Alchemy icon, and it will stick to your cursor. Select a clear hotbar and left-click the Alchemy icon into an empty slot on the hotbar.

Left-click or press the number associated with your new Alchemy hotbar to open a list of Alchemy recipes. Your Alchemy recipes are broken down into a number of categories.

Cloth Dyes—Recipes for various colors of dye used to dye cloth armor, they vary from 40 to 834 skill to make.

Leather Dyes—Recipes for various colors of dye used to dye leather armor, they vary from 41 to 835 skill to make.

Enamel Dyes—Recipes for various colors of dye used to dye studded, chain, scale, and plate armor and shields, they vary from 42 to 836 skill to make.

Poisons—Recipes for poisons that have always been available from the NPC merchant, they come in DoT, snare, disease, Strength debuff, and Strength and Constitution combination debuff types of various strengths. The recipes vary from 0 to 504 skill to make.

Stat Buff Potions—These recipes are for potions to buff Strength, Constitution, Dexterity, Acuity (your realm's primary caster stat), as well as combination potions that buff Strength and Constitution or Dexterity and Quickness. Recipes vary from 352 to 619 skill to make.

Healing Potions—These recipes create potions to heal hit points, endurance, or power in various strengths, mostly used out of combat. Instant cast potions are available, but they use monster-dropped ingredients. The recipes vary from 392 to 1,000 skill to make.

Special Potions—Recipes for potions that give haste, damage shield, hit point regen, endurance regen, and power regen in various strengths, the most powerful versions use monster-dropped ingredients. The recipes vary from 508 to 1,000 skill to make.

Magical Poisons—Recipes for new magical poisons only available from Alchemists; they include an attack speed debuff and a poison that increases endurance costs for the target. They come in weak versions that use merchant-bought ingredients and stronger versions that use monster-dropped ingredients. The recipes vary from 689 to 1,000 skill to make.

Effects—These recipes make tinctures that are imbued into weapons or shields to give them a chance to proc on an enemy when used to attack. There are a variety of tinctures available, including direct damage spells in four damage types, as well as DoT spells, self haste, self damage shield, self AF buff, and a new effect, Ablative Aura, which absorbs half of any melee damage taken until its value is absorbed. The recipes vary from 594 to 964 skill to make, and they cover effects that work from level 20 and up.

Charges—These recipes are for tinctures that can be imbued into either weapons, shields, or armor to give the item a number of charges of whatever effect type the tincture contains. Charges are available in all the types detailed for effects, but they also include a Strength and Constitution debuff, a Dexterity and Quickness debuff, a self damage add buff, and a stronger version of the Ablative Aura. The recipes vary from 534 to 1,029 skill to make, and cover charges that work from level 20 and up.

Reactive Effects—These recipes produce tinctures that can be imbued into armor to give it a chance to proc on an enemy when that piece of armor is hit. Reactive effects are available in all the types detailed for effects; however, they are only available in types that work from level 40 and up. The recipes vary from 969 to 1,094 skill to make.

When you start your career in Alchemy, only the first four categories are available to you. You can expand a category by left clicking on the gray square next to the category name to display the recipes available to you in that category.

Alchemy recipe window with poison recipes expanded

If you expand the poisons section, you will see a number of recipes. The recipes are colored according to their difficulty at your current Alchemy skill, from red as the hardest to gray as the easiest.



Color Description

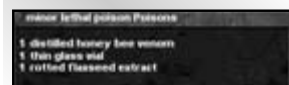
Color	Point Level
Red	+20 to +49 points above your current skill level
Orange	+1 to +19 points above your current skill level
Yellow	Current skill level to -9 points below your current skill level
Blue	-10 to -29 points below your skill level
Green	-30 to -49 points below your skill level
Gray	-50 below your skill level and lower

Most of the time you want to skill up on orange, yellow, or blue recipes. However, using low yellow and high blue recipes (those from five points below your current skill level to those fifteen points below your skill level) gives the most skill gains for the least number of attempts.

Begin with the Minor Lethal Poison recipe. Left click on the icon next to the Minor Lethal Poison recipe to pick up a copy of the icon and move it to your hotbar, then left click on it into an open slot as you did with the Alchemy icon.

Next, find out what materials the Minor Lethal Poison requires. To do this, right click on the recipe icon to bring up a list of required ingredients.

Recipe window showing what ingredients are required for the Minor Lethal Poison recipe



Now that you know what you need for the Minor Lethal Poison, go buy your materials. These are available from the Alchemy merchants in your realm's capital city.

To buy the materials you need, find them on the merchant, and left click on the name of the materials to highlight them in yellow (start with the Distilled Honey Bee Venom). Click the buy button once. This buys 20 Distilled Honey Bee Venom (not all materials come in 20s). If you need more than one lot of materials, click the buy button again. The material automatically stacks in your inventory. Repeat the process for the Thin Glass Vial and Rotted Flaxweed Extract; you now have 20 of each in your inventory.

Alchemy supplies for the Minor Lethal Poison recipe



When you have all the materials and tools needed to make your recipe, move to either Alchemy Table and left-click on the recipe icon on your hotbar. This begins the attempt to make the recipe. A window pops up to show your progress as you make the recipe. The beginner recipes only take a few seconds to combine, but as you try more difficult recipes the combine time increases.

A message in your chat box tells you if you were successful or not. Sometimes you fail (on red and orange recipes) and lose materials; this is why it's safest to skill up on yellow and blue recipes. If you succeed, you sometimes get skill up messages—for either Alchemy or Herbcraft. Occasionally, if your Herbcraft is falling too far behind your Alchemy, you get multiple Herbcraft skill ups for a single success. If you try Spellcrafting with your Alchemist, you will get multiple Gemcutting skill ups as Gemcutting tries to catch up with your Alchemy skill.

Congratulations on making your first poison. As your Alchemy skill increases, you need to change to higher recipes, which become available as your skill improves. When you get to 99 skill (and every 100 points after that), you get a message to visit the Alchemy master before you can gain any more skill. When you talk to the Alchemy master, he increases your Tradeskill Title and gives you a free Alchemy point, which opens up new recipes to you.

Unfortunately, neither Alchemy nor Spellcrafting have consignments like the other mundane tradeskills. Skilling up is done by powerskilling (making the same item again and again until a higher recipe is available). This means an Alchemist has to be either self funded or funded by his guild or friends. Alchemy is expensive at the high skill levels, and it is unlikely a crafter will break even selling to players. Therefore, an Alchemist needs some form of cash income to be able to skill up.

Tinctures and Imbuing

When you reach 534 skill you can make your first tinctures. Tinctures are based on a metal type. The metal type determines at what level the effect, charge, or reactive effect will start to work.

Metal and Corresponding Level

Metal	Level Required
Alloy	20+
Fine Alloy	25+
Mithril	30+
Adamantium	35+
Asterite	40+
Netherium	43+
Arcanium	47+

A stable fire asterite tincture when imbued into an item would only work when used by a level 40 or above character.

The item doesn't have to be made of the same material level as the tincture, but it can be used as a guide to what level tincture should be put into each item.

For example, you could imbue a Volatile Fire Fine Alloy Tincture into an Alloy Dagger. However, by the time the character is of sufficient level to get the weapon to proc, the dagger is below his optimal choice for a weapon in regard to its DPS rating and weapon con—so it should be replaced.

For a tincture to be useful, it has to be imbued into an item. You can only imbue tinctures into player-crafted armor, shields, or weapons; you cannot imbue tinctures into dropped or quested items. Each player-crafted item has a slot for one tincture. Imbuing a tincture into an item does not affect the item's imbue points with regard to Spellcrafting. Armor takes either charge or reactive effect tinctures; shields and weapons take either charge or effect tinctures.

There are two ways to imbue a tincture into an item. The first is used when you are doing an imbue for someone else; the second is for when you want to imbue something for yourself.

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To initiate the first method, have your customer trade with you by left-clicking on the item to be imbued in his inventory. The customer needs to left click on you to open a trade window with you. Place the appropriate tincture into your side of the trade window by left-clicking on the item in your inventory, then left-clicking in your side of the trade window. At this point, your skill is checked to make sure that it is sufficient to imbue the tincture. If you lack sufficient skill, you will be told in your chat box and won't be able to click "Accept." Assuming you have sufficient skill, check the combine checkbox to turn the trade from a normal trade into an imbue, and have your customer place the agreed amount of money into his side of the trade window. When both of you click "Accept," the imbued item is placed in your customer's inventory and the money goes into your inventory.

Imbuing an item for a customer



Use the self craft interface to imbue a tincture into an item.

When imbuing charge tinctures into an item, the maximum number of charges the item contains is determined by the quality of the item the tincture is being imbued into.



Quality and Corresponding Charging

Quality of Item	Maximum Charges
94%	2
95%	3
96%	4
97%	5
98%	6
99%	7
100%	10

The second way of imbuing an item is to self craft it. To do this, right-click on the item in your inventory that you wish to imbue. This switches your character hit point, endurance, and power windows to show the item's stats. Press your self craft key. To find out what this is mapped to, use the keyboard command to bring up your current keyboard settings; it is on the second page as "Craft." You may need to log out and go to the options menu to configure your key.

Self craft interface



When you press the self craft key, it brings up a window with three options: repair, craft, and salvage. Click on the craft button to bring up the self craft window. It looks identical to a trade window, but the item is already placed and ready to receive the tincture, and the combine checkbox is already checked.

Recharging

Alchemists can recharge charged items using special distills. The distills are available in a number of types (detailed in the following table), and each distill corresponds to a material level. The distill used is based on the metal used in making the tincture, not necessarily the metal of the item that it is imbued into.

For example, an Alloy tincture imbued into a Fine Alloy Dagger would only require a Liquid Alloy Renewal, not a Liquid Fine Alloy Renewal.

You can figure out the correct distill to use by examining the item and checking the required level of the item against the following table. It is important to do this because recharging an item with a distill of a higher level than necessary will work, but it costs more than is needed to get the task done.

Item's Required Level Distill Used to Recharge

Level 20	Liquid Alloy Distill
Level 25	Liquid Fine Alloy Distill
Level 30	Liquid Mithril Distill
Level 35	Liquid Adamantium Distill
Level 40	Liquid Asterite Distill
Level 43	Liquid Netherium Distill
Level 47	Liquid Arcanium Distill

Recharging uses the same interface and premise as imbuing a tincture into an item. However, instead of combining the item with a tincture, you combine the item with the correct distill. Recharging can be done either through the trade interface with another player or alone with the self craft interface. Recharging checks your skill before allowing you to recharge an item. You will be told if you do not have sufficient skill, and will be unable to place the distill into the recharging window.

Recharge an item using the self craft interface.

The distills are available from a single merchant per realm, found in each realm's capital city.



Distill Costs

Distill	Cost
Liquid Alloy Distill	2g
Liquid Fine Alloy Distill	4g
Liquid Mithril Distill	8g
Liquid Adamantium Distill	16g
Liquid Asterite Distill	24g
Liquid Netherium Distill	32g
Liquid Arcanium Distill	40g

When an Alchemist recharges an item, it is recharged to its maximum charges. Recharging does not account for how many charges are left unused, so only recharge an item when it is empty. Since the same distill is used to recharge a ten-charge item as is used to recharge a two-charge item, the more charges an item holds the more cost efficient the recharge is.

Ingredients

For most of your Alchemy career, you will not need to leave your realm's capital city to get ingredients for your recipes. However, when you start working on mithril tinctures and above, you will have to make supply trips to fetch your metal. These trips can take a substantial amount of time, so stock up on as much metal as you can afford (or carry), and store it in your vault until it's needed. If you are a low-level crafter, you may need to ask a higher-level friend to make the supply trips for you, especially when you get to use the highest-level metals, which are only available in the frontier areas.

When you reach 1,000 skill, a number of recipes become available to you that require ingredients not found on the Alchemy merchants. These are rare ingredients that are only obtained by killing monsters out in your realm and looting the ingredients from them. These recipes make the strongest poisons and potions available, and due to their rarity should only be used in times of dire need.

Distill Merchants

Realm	NPC
Albion	Freyne Aeolred
Hibernia	Cedric
Midgard	Ereck Hemingr

Tips

Many of the higher Alchemy recipes require lower Alchemy recipes as components. As you progress in skill, look ahead at what you will make in the future. By doing this, you can save ingredients in your vault for future recipes as you skill up on them at lower levels. Another option is to find a lesser-skilled Alchemist who is working on the component you need and buy it off him or her at slightly above what the merchant

would pay for it. This way both you and the lower-skilled Alchemist gain from the partnership.

Check how much money you lose per attempt when skilling up. Sometimes it's worth using a low blue recipe for much longer than you normally would if the next recipe you would move to will lose you more money per attempt.

Recipe Reference

Alchemy Reference Table

Category	Recipe	Skill	Cost	Sell Back	Level	Effect	Duration	Value	Resist
Cloth Dye	Light Brown	40	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Cloth Dye	Light Yellow	48	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Cloth Dye	Light Orange	56	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Cloth Dye	Light Green	64	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Cloth Dye	Light Blue	72	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Cloth Dye	Light Red	80	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Cloth Dye	Brown	128	0g 2s 80c	0g 2s 50c	—	—	—	—	—
Cloth Dye	Yellow	136	0g 2s 80c	0g 2s 50c	—	—	—	—	—
Cloth Dye	Orange	208	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Cloth Dye	Dark Brown	216	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Cloth Dye	Royal Yellow	224	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Cloth Dye	Royal Orange	232	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Cloth Dye	Green	240	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Cloth Dye	Blue	248	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Cloth Dye	Red	256	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Cloth Dye	Light Teal	264	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Cloth Dye	Royal Green	424	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Cloth Dye	Teal	432	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Cloth Dye	Light Turquoise	440	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Cloth Dye	Light Purple	448	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Cloth Dye	Dark Grey	456	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Cloth Dye	Forest Green	729	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Cloth Dye	Royal Teal	729	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Cloth Dye	Turquoise	729	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Cloth Dye	Purple	729	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Cloth Dye	Charcoal	729	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Cloth Dye	Rust	729	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Cloth Dye	Royal Blue	834	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Cloth Dye	Royal Red	834	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Cloth Dye	Dark Teal	834	16g 50s 00c	15g 00s 00c	—	—	—	—	—

Alchemy Reference Table cont.

Category	Recipe	Skill	Cost	Sell Back	Level	Effect	Duration	Value	Resist
Cloth Dye	Royal Turquoise	834	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Cloth Dye	Royal Purple	834	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Cloth Dye	Black	834	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Cloth Dye	Dark Blue	834	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Cloth Dye	Crimson	834	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Cloth Dye	Dark Purple	834	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Cloth Dye	Violet	834	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Cloth Dye	Mauve	834	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Leather Dye	Light Brown	41	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Leather Dye	Light Yellow	49	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Leather Dye	Light Orange	57	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Leather Dye	Light Green	65	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Leather Dye	Light Blue	73	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Leather Dye	Light Red	81	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Leather Dye	Brown	129	0g 2s 80c	0g 2s 50c	—	—	—	—	—
Leather Dye	Yellow	137	0g 2s 80c	0g 2s 50c	—	—	—	—	—
Leather Dye	Orange	209	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Leather Dye	Dark Brown	217	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Leather Dye	Royal Yellow	225	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Leather Dye	Royal Orange	233	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Leather Dye	Green	241	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Leather Dye	Blue	249	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Leather Dye	Red	257	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Leather Dye	Light Teal	265	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Leather Dye	Royal Green	425	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Leather Dye	Teal	433	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Leather Dye	Light Turquoise	441	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Leather Dye	Light Purple	449	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Leather Dye	Dark Grey	457	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Leather Dye	Forest Green	730	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Leather Dye	Royal Teal	730	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Leather Dye	Turquoise	730	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Leather Dye	Purple	730	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Leather Dye	Charcoal	730	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Leather Dye	Rust	730	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Leather Dye	Royal Blue	835	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Leather Dye	Royal Red	835	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Leather Dye	Dark Teal	835	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Leather Dye	Royal Turquoise	835	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Leather Dye	Royal Purple	835	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Leather Dye	Black	835	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Leather Dye	Dark Blue	835	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Leather Dye	Crimson	835	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Leather Dye	Dark Purple	835	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Leather Dye	Violet	835	16g 50s 00c	15g 00s 00c	—	—	—	—	—

Alchemy Reference Table cont.

Category	Recipe	Skill	Cost	Sell Back	Level	Effect	Duration	Value	Resist
Leather Dye	Mauve	835	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Enamel Dye	Light Brown	42	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Enamel Dye	Light Yellow	50	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Enamel Dye	Light Orange	58	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Enamel Dye	Light Green	66	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Enamel Dye	Light Blue	74	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Enamel Dye	Light Red	82	0g 0s 50c	0g 0s 50c	—	—	—	—	—
Enamel Dye	Brown	130	0g 2s 80c	0g 2s 50c	—	—	—	—	—
Enamel Dye	Yellow	138	0g 2s 80c	0g 2s 50c	—	—	—	—	—
Enamel Dye	Orange	210	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Enamel Dye	Dark Brown	218	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Enamel Dye	Royal Yellow	226	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Enamel Dye	Royal Orange	234	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Enamel Dye	Green	242	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Enamel Dye	Blue	250	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Enamel Dye	Red	258	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Enamel Dye	Light Teal	266	0g 13s 75c	0g 12s 50c	—	—	—	—	—
Enamel Dye	Royal Green	426	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Enamel Dye	Teal	434	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Enamel Dye	Light Turquoise	442	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Enamel Dye	Light Purple	450	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Enamel Dye	Dark Grey	458	0g 68s 75c	0g 62s 50c	—	—	—	—	—
Enamel Dye	Forest Green	731	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Enamel Dye	Royal Teal	731	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Enamel Dye	Turquoise	731	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Enamel Dye	Purple	731	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Enamel Dye	Charcoal	731	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Enamel Dye	Rust	731	3g 30s 00c	3g 00s 00c	—	—	—	—	—
Enamel Dye	Royal Blue	836	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Enamel Dye	Royal Red	836	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Enamel Dye	Dark Teal	836	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Enamel Dye	Royal Turquoise	836	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Enamel Dye	Royal Purple	836	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Enamel Dye	Black	836	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Enamel Dye	Dark Blue	836	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Enamel Dye	Crimson	836	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Enamel Dye	Dark Purple	836	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Enamel Dye	Violet	836	16g 50s 00c	15g 00s 00c	—	—	—	—	—
Enamel Dye	Mauve	836	16g 50s 00c	15g 00s 00c	—	—	—	—	—

Alchemy Reference Table cont.

Category	Recipe	Skill	Cost	Sell Back	Level	Effect	Duration	Value	Resist
Poisons	Minor Lethal Poison	0	0g 0s 11c	0g 0s 10c	1	Damage over Time (3.9s tick)	20 sec	9 per tick	Body
Poisons	Minor Weakening Poison	8	0g 0s 17c	0g 0s 15c	2	Str Debuff	1:0 min	18	Body
Poisons	Minor Imbalancing Poison	16	0g 0s 22c	0g 0s 20c	3	Movement Reduction	35 sec	40	Body
Poisons	Minor Infectious Serum	24	0g 0s 30c	0g 0s 27c	4	Disease	1:0 min	—	Body
Poisons	Lesser Lethal Poison	32	0g 0s 39c	0g 0s 36c	5	Damage over Time (3.9s tick)	20 sec	12 per tick	Body
Poisons	Lesser Weakening Poison	88	0g 0s 52c	0g 0s 47c	6	Str Debuff	1:0 min	24	Body
Poisons	Lesser Imbalancing Poison	96	0g 0s 96c	0g 0s 87c	8	Movement Reduction	44 sec	40	Body
Poisons	Lethal Poison	104	0g 1s 73c	0g 1s 57c	10	Damage over Time (3.9s tick)	20 sec	16 per tick	Body
Poisons	Major Weakening Poison	112	0g 2s 04c	0g 1s 85c	11	Str Debuff	1:0 min	33	Body
Poisons	Major Imbalancing Poison	120	0g 2s 72c	0g 2s 47c	13	Movement Reduction	52 sec	40	Body
Poisons	Major Lethal Poison	144	0g 3s 66c	0g 3s 32c	15	Damage over Time (3.9s tick)	20 sec	21 per tick	Body
Poisons	Lesser Infectious Serum	152	0g 4s 24c	0g 3s 85c	16	Disease	1:30 min	—	Body
Poisons	Greater Weakening Poison	160	0g 4s 92c	0g 4s 47c	17	Str Debuff	1:0 min	44	Body
Poisons	Greater Imbalancing Poison	168	0g 5s 72c	0g 5s 20c	18	Movement Reduction	1:1 min	40	Body
Poisons	Greater Lethal Venom	176	0g 7s 70c	0g 7s 00c	20	Damage over Time (3.9s tick)	20 sec	26 per tick	Body
Poisons	Minor Enervating Poison	184	0g 9s 41c	0g 8s 55c	22	Str/Con Debuff	1:0 min	55	Body
Poisons	Minor Crippling Poison	192	0g 11s 42c	0g 9s 47c	23	Movement Reduction	1:10 min	40	Body
Poisons	Minor Lethal Venom	200	0g 12s 76c	0g 11s 60c	25	Damage over Time (3.9s tick)	20 sec	31 per tick	Body
Poisons	Infectious Serum	272	0g 14s 11c	0g 12s 82c	26	Disease	2:0 min	—	Body
Poisons	Lesser Crippling Poison	280	0g 15s 62c	0g 14s 20c	27	Movement Reduction	1:17 min	40	Body
Poisons	Lesser Enervating Poison	288	0g 19s 11c	0g 17s 37c	29	Str/Con Debuff	1:0 min	71	Body
Poisons	Lesser Lethal Venom	296	0g 21s 15c	0g 19s 22c	30	Damage over Time (3.9s tick)	20 sec	37 per tick	Body
Poisons	Major Crippling Poison	304	0g 23s 40c	0g 21s 27c	31	Movement Reduction	1:24 min	40	Body
Poisons	Major Lethal Venom	312	0g 35s 06c	0g 31s 87c	35	Damage over Time (3.9s tick)	20 sec	43 per tick	Body
Poisons	Major Enervating Poison	320	0g 39s 55c	0g 35s 95c	37	Str/Con Debuff	1:0 min	91	Body
Poisons	Major Infectious Serum	328	0g 41s 99c	0g 38s 17c	38	Disease	2:30 min	—	Body
Poisons	Greater Lethal Venom	336	0g 47s 36c	0g 43s 05c	40	Damage over Time (3.9s tick)	20 sec	50 per tick	Body
Poisons	Greater Crippling Poison	344	0g 53s 43c	0g 48s 57c	42	Movement Reduction	1:43 min	40	Body
Poisons	Insidious Lethal Venom	416	0g 63s 99c	0g 58s 17c	45	Damage over Time (3.9s tick)	20 sec	57 per tick	Body
Poisons	Greater Enervating Poison	464	0g 72s 16c	0g 65s 60c	47	Str/Con Debuff	1:0 min	118	Body
Poisons	Greater Infectious Serum	472	0g 76s 64c	0g 69s 67c	48	Disease	3:0 min	—	Body
Poisons	Lifebane	504	0g 86s 43c	0g 78s 57c	50	Damage over Time (3.9s tick)	20 sec	64 per tick	Body
Category	Recipe	Skill	Cost	Sell Back	Level	Effect	Duration	Value	Resist
Stat Buff Potions	Elixir of Strength	352	0g 60s 00c	0g 30s 00c	5	Self Str Buff	10:0 min	20	—
Stat Buff Potions	Elixir of Fortitude	360	0g 60s 00c	0g 30s 00c	5	Self Con Buff	10:0 min	20	—
Stat Buff Potions	Elixir of Dexterity	368	0g 60s 00c	0g 30s 00c	5	Self Dex Buff	10:0 min	20	—
Stat Buff Potions	Elixir of Enlightenment	384	0g 60s 00c	0g 30s 00c	5	Self Acuity Buff	10:0 min	20	—
Stat Buff Potions	Elixir of Might	614	1g 40s 00c	0g 60s 00c	10	Self Str/Con Buff	10:0 min	30	—
Stat Buff Potions	Elixir of Deftness	619	1g 40s 00c	0g 60s 00c	10	Self Dex/Qui Buff	10:0 min	30	—
Healing Potions	Weak Elixir of Healing	392	0g 60s 00c	0g 30s 00c	10	Self Hit Points Heal	Instant	80	—
Healing Potions	Weak Elixir of Endurance	400	0g 60s 00c	0g 30s 00c	10	Self Endurance Heal	Instant	20	—
Healing Potions	Weak Elixir of Power	408	0g 60s 00c	0g 30s 00c	10	Self Power Heal	Instant	30	—
Healing Potions	Elixir of Healing	480	0g 80s 00c	0g 40s 00c	20	Self Hit Points Heal	Instant	130	—
Healing Potions	Elixir of Endurance	488	0g 80s 00c	0g 40s 00c	20	Self Endurance Heal	Instant	40	—
Healing Potions	Elixir of Power	496	0g 80s 00c	0g 40s 00c	20	Self Power Heal	Instant	50	—

Alchemy Reference Table cont.

Category	Recipe	Skill	Cost	Sell Back	Level	Effect	Duration	Value	Resist
Healing Potions	Improved Elixir of Healing	579	1g 30s 00c	0g 65s 00c	30	Self Hit Points Heal	Instant	180	—
Healing Potions	Improved Elixir of Endurance	584	1g 30s 00c	0g 65s 00c	30	Self Endurance Heal	Instant	60	—
Healing Potions	Improved Elixir of Power	589	1g 30s 00c	0g 65s 00c	30	Self Power Heal	Instant	70	—
Healing Potions	Strong Elixir of Healing	674	2g 50s 00c	1g 25s 00c	40	Self Hit Points Heal	Instant	230	—
Healing Potions	Strong Elixir of Endurance	679	2g 50s 00c	1g 25s 00c	40	Self Endurance Heal	Instant	80	—
Healing Potions	Strong Elixir of Power	684	2g 50s 00c	1g 25s 00c	40	Self Power Heal	Instant	90	—
Healing Potions	Elixir of Instant Healing	1,000	5g 00s 00c	—	40	Self Hit Points Heal	Instant	180	—
Healing Potions	Elixir of Instant Endurance	1,000	5g 00s 00c	—	40	Self Endurance Heal	Instant	40	—
Healing Potions	Elixir of Instant Power	1,000	5g 00s 00c	—	40	Self Power Heal	Instant	99	—
Special Potions	Weak Elixir of Shard Skin	508	0g 90s 00c	0g 45s 00c	10	Self Damage Shield	10:0 min	1	—
Special Potions	Weak Elixir of Speed	514	0g 90s 00c	0g 45s 00c	10	Self Haste	10:0 min	—	—
Special Potions	Weak Elixir of Mending	519	0g 90s 00c	0g 45s 00c	10	Self Health Regen	10:0 min	2	—
Special Potions	Weak Elixir of Invigoration	524	0g 90s 00c	0g 45s 00c	10	Self Endurance Regen	2:0 min	1	—
Special Potions	Weak Elixir of Replenishment	529	0g 90s 00c	0g 45s 00c	10	Self Power Regen	10:0 min	1	—
Special Potions	Elixir of Shard Skin	554	1g 20s 00c	0g 60s 00c	20	Self Damage Shield	10:0 min	2	—
Special Potions	Elixir of Speed	559	1g 20s 00c	0g 60s 00c	20	Self Haste	10:0 min	—	—
Special Potions	Elixir of Mending	564	1g 20s 00c	0g 60s 00c	20	Self Health Regen	10:0 min	4	—
Special Potions	Elixir of Invigoration	569	1g 20s 00c	0g 60s 00c	20	Self Endurance Regen	2:0 min	2	—
Special Potions	Elixir of Replenishment	574	1g 20s 00c	0g 60s 00c	20	Self Power Regen	10:0 min	2	—
Special Potions	Improved Elixir of Shard Skin	629	1g 75s 00c	0g 87s 50c	30	Self Damage Shield	10:0 min	3	—
Special Potions	Improved Elixir of Speed	634	1g 75s 00c	0g 87s 50c	30	Self Haste	10:0 min	—	—
Special Potions	Improved Elixir of Mending	639	1g 75s 00c	0g 87s 50c	30	Self Health Regen	10:0 min	6	—
Special Potions	Improved Elixir of Invigoration	644	1g 75s 00c	0g 87s 50c	30	Self Endurance Regen	2:0 min	3	—
Special Potions	Improved Elixir of Replenishment	649	1g 75s 00c	0g 87s 50c	30	Self Power Regen	10:0 min	3	—
Special Potions	Strong Elixir of Shard Skin	1,000	2g 75s 00c	—	40	Self Damage Shield	10:0 min	4	—
Special Potions	Strong Elixir of Speed	1,000	2g 75s 00c	—	40	Self Haste	10:0 min	—	—
Special Potions	Strong Elixir of Mending	1,000	2g 75s 00c	—	40	Self Health Regen	10:0 min	8	—
Special Potions	Strong Elixir of Invigoration	1,000	2g 75s 00c	—	40	Self Endurance Regen	2:0 min	4	—
Special Potions	Strong Elixir of Replenishment	1,000	2g 75s 00c	—	40	Self Power Regen	10:0 min	4	—
Magical Poisons	Weak Essence of Lethargy	689	2g 79s 86c	1g 26s 07c	40	Attack Speed Decrease	30 sec	—	Body
Magical Poisons	Weak Essence of Weariness	714	2g 81s 56c	1g 43s 10c	40	Reduce Endurance Costs	1:0 min	-15	Body
Magical Poisons	Essence of Lethargy	1,000	2g 75s 00c	—	50	—	—	—	—
Magical Poisons	Essence of Weariness	1,000	2g 75s 00c	—	50	—	—	—	—
Category	Recipe	Skill	Cost	Sell Back	Level	Effect	Duration	Value	Resist
Effects	Volatile Fire Alloy Weapon Tincture	594	1g 41s 80c	0g 70s 90c	20	Direct Damage	Instant	41	Heat
Effects	Volatile Cold Alloy Weapon Tincture	599	1g 41s 80c	0g 70s 90c	20	Direct Damage	Instant	41	Cold
Effects	Volatile Energy Alloy Weapon Tincture	604	1g 41s 80c	0g 70s 90c	20	Direct Damage	Instant	41	Energy
Effects	Volatile Spirit Alloy Weapon Tincture	609	1g 41s 80c	0g 70s 90c	20	Direct Damage	Instant	41	Spirit
Effects	Volatile Fire Fine Alloy Weapon Tincture	694	2g 75s 40c	1g 37s 70c	25	Direct Damage	Instant	50	Heat
Effects	Volatile Cold Fine Alloy Weapon Tincture	699	2g 75s 40c	1g 37s 70c	25	Direct Damage	Instant	50	Cold
Effects	Volatile Energy Fine Alloy Weapon Tincture	704	2g 75s 40c	1g 37s 70c	25	Direct Damage	Instant	50	Energy
Effects	Volatile Spirit Fine Alloy Weapon Tincture	709	2g 75s 40c	1g 37s 70c	25	Direct Damage	Instant	50	Spirit
Effects	Volatile Fire Mithril Weapon Tincture	754	5g 25s 80c	2g 62s 90c	30	Direct Damage	Instant	59	Heat
Effects	Volatile Cold Mithril Weapon Tincture	759	5g 25s 80c	2g 62s 90c	30	Direct Damage	Instant	59	Cold
Effects	Volatile Energy Mithril Weapon Tincture	764	5g 25s 80c	2g 62s 90c	30	Direct Damage	Instant	59	Energy

Alchemy Reference Table cont.

Category	Recipe	Skill	Cost	Sell Back	Level	Effect	Duration	Value	Resist
Effects	Volatile Spirit Mithril Weapon Tincture	769	5g 25s 80c	2g 62s 90c	30	Direct Damage	Instant	59	Spirit
Effects	Volatile Fire Adamantium Weapon Tincture	794	9g 76s 20c	4g 88s 10c	35	Direct Damage	Instant	68	Heat
Effects	Volatile Cold Adamantium Weapon Tincture	799	9g 76s 20c	4g 88s 10c	35	Direct Damage	Instant	68	Cold
Effects	Volatile Energy Adamantium Weapon Tincture	804	9g 76s 20c	4g 88s 10c	35	Direct Damage	Instant	68	Energy
Effects	Volatile Spirit Adamantium Weapon Tincture	809	9g 76s 20c	4g 88s 10c	35	Direct Damage	Instant	68	Spirit
Effects	Volatile Fire Asterite Weapon Tincture	839	18g 51s 80c	9g 25s 90c	40	Direct Damage	Instant	77	Heat
Effects	Volatile Cold Asterite Weapon Tincture	844	18g 51s 80c	9g 25s 90c	40	Direct Damage	Instant	77	Cold
Effects	Volatile Energy Asterite Weapon Tincture	849	18g 51s 80c	9g 25s 90c	40	Direct Damage	Instant	77	Energy
Effects	Volatile Spirit Asterite Weapon Tincture	854	18g 51s 80c	9g 25s 90c	40	Direct Damage	Instant	77	Spirit
Effects	Volatile Fire Netherium Weapon Tincture	879	35g 65s 20c	17g 82s 60c	43	Direct Damage	Instant	86	Heat
Effects	Volatile Cold Netherium Weapon Tincture	884	35g 65s 20c	17g 82s 60c	43	Direct Damage	Instant	86	Cold
Effects	Volatile Energy Netherium Weapon Tincture	889	35g 65s 20c	17g 82s 60c	43	Direct Damage	Instant	86	Energy
Effects	Volatile Spirit Netherium Weapon Tincture	894	35g 65s 20c	17g 82s 60c	43	Direct Damage	Instant	86	Spirit
Effects	Volatile Ablative Arcanium Weapon Tincture	919	76g 50s 30c	38g 25s 15c	47	Self Melee Health Buffer	10:0 min	50	—
Effects	Volatile Hardening Arcanium Weapon Tincture	924	76g 50s 30c	38g 25s 15c	47	Self AF Buff	1:0 min	75	—
Effects	Volatile Eroding Arcanium Weapon Tincture	934	75g 18s 16c	38g 33s 72c	47	Damage over Time (4.0s tick)	20 sec	64	per tickMatter
Effects	Volatile Celeric Arcanium Weapon Tincture	939	77g 65s 30c	38g 92s 85c	47	Self Haste	15 sec	—	—
Effects	Volatile Shard Arcanium Weapon Tincture	944	76g 85s 30c	38g 92s 65c	47	Self Damage Shield	15 sec	5	—
Effects	Volatile Fire Arcanium Weapon Tincture	949	69g 35s 30c	34g 67s 65c	47	Direct Damage	Instant	95	Heat
Effects	Volatile Cold Arcanium Weapon Tincture	954	69g 35s 30c	34g 67s 65c	47	Direct Damage	Instant	95	Cold
Effects	Volatile Energy Arcanium Weapon Tincture	959	69g 35s 30c	34g 67s 65c	47	Direct Damage	Instant	95	Energy
Effects	Volatile Spirit Arcanium Weapon Tincture	964	69g 35s 30c	34g 67s 65c	47	Direct Damage	Instant	95	Spirit
Charges	Stable Fire Alloy Tincture	534	1g 16s 80c	0g 58s 40c	20	Direct Damage	Instant	41	Heat
Charges	Stable Cold Alloy Tincture	539	1g 16s 80c	0g 58s 40c	20	Direct Damage	Instant	41	Cold
Charges	Stable Energy Alloy Tincture	544	1g 16s 80c	0g 58s 40c	20	Direct Damage	Instant	41	Energy
Charges	Stable Spirit Alloy Tincture	549	1g 16s 80c	0g 58s 40c	20	Direct Damage	Instant	41	Spirit
Charges	Stable Fire Fine Alloy Tincture	654	2g 25s 40c	1g 12s 70c	25	Direct Damage	Instant	50	Heat
Charges	Stable Cold Fine Alloy Tincture	659	2g 25s 40c	1g 12s 70c	25	Direct Damage	Instant	50	Cold
Charges	Stable Energy Fine Alloy Tincture	664	2g 25s 40c	1g 12s 70c	25	Direct Damage	Instant	50	Energy
Charges	Stable Spirit Fine Alloy Tincture	669	2g 25s 40c	1g 12s 70c	25	Direct Damage	Instant	50	Spirit
Charges	Stable Fire Mithril Tincture	734	4g 25s 80c	2g 12s 90c	30	Direct Damage	Instant	59	Heat
Charges	Stable Cold Mithril Tincture	739	4g 25s 80c	2g 12s 90c	30	Direct Damage	Instant	59	Cold
Charges	Stable Energy Mithril Tincture	744	4g 25s 80c	2g 12s 90c	30	Direct Damage	Instant	59	Energy
Charges	Stable Spirit Mithril Tincture	749	4g 25s 80c	2g 12s 90c	30	Direct Damage	Instant	59	Spirit
Charges	Stable Fire Adamantium Tincture	774	7g 76s 20c	3g 88s 10c	35	Direct Damage	Instant	68	Heat
Charges	Stable Cold Adamantium Tincture	779	7g 76s 20c	3g 88s 10c	35	Direct Damage	Instant	68	Cold
Charges	Stable Energy Adamantium Tincture	784	7g 76s 20c	3g 88s 10c	35	Direct Damage	Instant	68	Energy
Charges	Stable Spirit Adamantium Tincture	789	7g 76s 20c	3g 88s 10c	35	Direct Damage	Instant	68	Spirit
Charges	Stable Fire Asterite Tincture	814	14g 51s 80c	7g 25s 90c	40	Direct Damage	Instant	77	Heat
Charges	Stable Cold Asterite Tincture	819	14g 51s 80c	7g 25s 90c	40	Direct Damage	Instant	77	Cold
Charges	Stable Energy Asterite Tincture	824	14g 51s 80c	7g 25s 90c	40	Direct Damage	Instant	77	Energy
Charges	Stable Spirit Asterite Tincture	829	14g 51s 80c	7g 25s 90c	40	Direct Damage	Instant	77	Spirit
Charges	Stable Fire Netherium Tincture	859	27g 65s 20c	13g 82s 60c	43	Direct Damage	Instant	86	Heat
Charges	Stable Cold Netherium Tincture	864	27g 65s 20c	13g 82s 60c	43	Direct Damage	Instant	86	Cold
Charges	Stable Energy Netherium Tincture	869	27g 65s 20c	13g 82s 60c	43	Direct Damage	Instant	86	Energy

Alchemy Reference Table cont.

Category	Recipe	Skill	Cost	Sell Back	Level	Effect	Duration	Value	Resist
Charges	Stable Spirit Netherium Tincture	874	27g 65s 20c	13g 82s 60c	43	Direct Damage	Instant	86	Spirit
Charges	Stable Fire Arcanium Tincture	899	53g 35s 30c	26g 67s 65c	47	Direct Damage	Instant	95	Heat
Charges	Stable Cold Arcanium Tincture	904	53g 35s 30c	26g 67s 65c	47	Direct Damage	Instant	95	Cold
Charges	Stable Energy Arcanium Tincture	909	53g 35s 30c	26g 67s 65c	47	Direct Damage	Instant	95	Energy
Charges	Stable Spirit Arcanium Tincture	914	53g 35s 30c	26g 67s 65c	47	Direct Damage	Instant	95	Spirit
Charges	Stable Ablative Arcanium Tincture	919	61g 50s 30c	30g 75s 15c	47	Self Melee Health Buffer	10:0 min	50	—
Charges	Stable Hardening Arcanium Tincture	924	61g 50s 30c	30g 75s 15c	47	Self AF Buff	10:0 min	75	—
Charges	Stable Enlightening Arcanium Tincture	929	60g 70s 30c	31g 42s 65c	47	Self Acuity Buff	10:0 min	75	—
Charges	Stable Eroding Arcanium Tincture	934	60g 73s 16c	30g 75s 15c	47	Damage over Time (4.0s tick)	20 sec	64 per tick	Matter
Charges	Stable Celeric Arcanium Tincture	939	62g 65s 30c	31g 42s 65c	47	Self Haste	10:0 min	—	—
Charges	Stable Shard Arcanium Tincture	944	62g 40s 30c	30g 83s 72c	47	Self Damage Shield	10:0 min	5	—
Charges	Stable Honing Arcanium Tincture	1,014	82g 60s 30c	55g 99s 90c	47	Self Damage Add	10:0 min	11	Matter
Charges	Stable Leeching Arcanium Tincture	1,019	82g 15s 30c	55g 99s 90c	47	Self Melee Health Buffer	10:0 min	100	—
Charges	Stable Withering Arcanium Tincture	1,024	82g 25s 30c	55g 99s 90c	47	Str/Con Debuff	1:0 min	56	Body
Charges	Stable Crippling Arcanium Tincture	1,029	82g 25s 30c	55g 99s 90c	47	Qui/Dex Debuff	1:0 min	56	Body
Category	Recipe	Skill	Cost	Sell Back	Level	Effect	Duration	Value	Resist
Reactive Effects	Reactive Fire Asterite Armor Tincture	969	71g 28s 60c	35g 23s 10c	40	Direct Damage	Instant	77	Fire
Reactive Effects	Reactive Cold Asterite Armor Tincture	974	71g 28s 60c	35g 23s 10c	40	Direct Damage	Instant	77	Cold
Reactive Effects	Reactive Energy Asterite Armor Tincture	979	71g 28s 60c	35g 23s 10c	40	Direct Damage	Instant	77	Energy
Reactive Effects	Reactive Spirit Asterite Armor Tincture	984	71g 28s 60c	35g 23s 10c	40	Direct Damage	Instant	77	Spirit
Reactive Effects	Reactive Fire Netherium Armor Tincture	1,034	124g 05s 40c	69g 28s 40c	43	Direct Damage	Instant	86	Fire
Reactive Effects	Reactive Cold Netherium Armor Tincture	1,039	124g 05s 40c	69g 28s 40c	43	Direct Damage	Instant	86	Cold
Reactive Effects	Reactive Energy Netherium Armor Tincture	1,044	124g 05s 40c	69g 28s 40c	43	Direct Damage	Instant	86	Energy
Reactive Effects	Reactive Spirit Netherium Armor Tincture	1,049	124g 05s 40c	69g 28s 40c	43	Direct Damage	Instant	86	Spirit
Reactive Effects	Reactive Fire Arcanium Armor Tincture	1,054	224g 45s 60c	111g 86s 35c	47	Direct Damage	Instant	95	Fire
Reactive Effects	Reactive Cold Arcanium Armor Tincture	1,059	224g 45s 60c	111g 86s 35c	47	Direct Damage	Instant	95	Cold
Reactive Effects	Reactive Energy Arcanium Armor Tincture	1,064	224g 45s 60c	111g 86s 35c	47	Direct Damage	Instant	95	Energy
Reactive Effects	Reactive Spirit Arcanium Armor Tincture	1,069	224g 45s 60c	111g 86s 35c	47	Direct Damage	Instant	95	Spirit
Reactive Effects	Reactive Hardening Arcanium Armor Tincture	1,074	254g 10s 60c	126g 58s 85c	47	Self AF Buff	1:0 min	75	—
Reactive Effects	Reactive Eroding Arcanium Armor Tincture	1,079	252g 78s 46c	126g 77s 42c	47	Damage over Time (4.0s tick)	20 sec	64 per tick	Matter
Reactive Effects	Reactive Celeric Arcanium Armor Tincture	1,084	254g 45s 60c	127g 36s 35c	47	Self Haste	15 sec	—	—
Reactive Effects	Reactive Shard Arcanium Armor Tincture	1,089	254g 45s 60c	127g 36s 35c	47	Self Damage Shield	15 sec	5	—
Reactive Effects	Reactive Ablative Arcanium Armor Tincture	1,094	254g 10s 60c	164g 85s 85c	47	Self Melee Health Buffer	10:0 min	100	—

NOTE

Be aware, the sell back rates are currently under scrutiny and are subject to change prior to the release of the game.

Intro to Dueling

With the release of patch 1.54, some new commands were introduced to *Dark Age of Camelot* (DAoC) that enable dueling.

The new duel commands are only usable on members of the same realm as you, so this is strictly formalized intra-realm dueling. It allows you to defend your honor, prove a point, or have some fun when you have an otherwise long wait ahead of you (for example, if you missed the last teleport to an enemy Frontier).

To duel, you must be at full health. You may not issue or accept a duel challenge without being at full health. Check with would-be opponents via private message prior to challenging them to a duel or accepting one from them. Agree to some informal rules before issuing or accepting a challenge. Some examples of informal rules that could be discussed are: starting distances, stating that both duelers must **/bow** before any hostile action is taken; usage of active Realm Abilities, such as Ignore Pain; and of course the usage of buffs from external sources.

Once you've hammered out the rules and are ready to duel, select your opponent and type **/duel challenge**. Your opponent receives a message in his text window's system messages area stating that *Ephraim challenges you to a duel!* **/duel accept to begin**, **/duel decline to decline**. You may not issue a new challenge until you cancel your challenge using **/duel cancel** or your opponent accepts or declines.

If you are challenged to a duel and wish to accept, type **/duel accept**. You receive a message in your text window's system messages area that reads *You accept your duel! Begin fighting!* At that point you may begin to attack your foe. It's a good idea to arrange for another, unofficial duel start signal (e.g., both parties must Emote **/bow**) so that the person issuing the challenge doesn't always get the first attack on the person accepting it.

You may not be interested in dueling, so Mythic has put the burden on the person issuing the challenge to cancel

an unresolved duel invitation. You may ignore a duel challenge, in which case the originator must type **/duel cancel** before issuing another challenge. Or you can actively refuse by typing **/duel decline**. If someone constantly bothers you to duel, that can be considered harassment and you could **/appeal** to Customer Service under the Terms of Service (ToS) of DAoC.

To end a duel at any point, either participant can type **/duel surrender** to concede. Duels can also be unintentionally interrupted by an attack from an enemy realm opponent or a monster on either of the dueling parties. All positive and negative spell effects given to you by your opponent during the duel also disappear the moment a duel ends. However, the damage you take in a duel stays with you even when the duel is over; therefore, it's important that you are careful about where you duel. Avoid open areas of the Frontier and nearby monsters.

You receive no tangible benefit from winning a duel. There are no Realm Points or Experience points awarded. You do receive bragging rights, and a small *Duel-Loser was just defeated in a duel by Ephraim!* announcement is made publicly in the immediate area, so all your nearby friends know who was victorious.

If you lose a duel and die, there is a penalty. You have the standard Resurrection Sickness and its normal negative effect. That's why you must be careful about dueling in the Frontiers or before heading out to the Frontiers. You could be disadvantaged for five minutes when it comes to your real enemies. After dying in a duel, you automatically release after 10 seconds back to the spot where you died. You don't need to worry about having someone resurrect you, and you can't deliberately use it as a quick trip back to your Bindstone (nice try). No Experience or Constitution points are lost when you are defeated in a duel.

If you plan to duel many times in a row, set up your duel someplace near a realm healer who can remove Resurrection Sickness. That way, you don't need to wait five minutes between duels to get back into top form.

Mixed Class Dueling

Generally speaking, mixed class dueling between melee and caster classes is fairly unsatisfactory for both parties. It comes down to who has the right active realm ability available. If Purge is available to a melee class, it usually means he can shrug off a crowd control spell and close in on a caster, which results in the melee class winning the duel. If Mastery of Concentration is available to a caster, it usually means he can kill any melee class who closes within range, through continuous and judicious use of extremely powerful direct damage (DD) and point-blank area-of-effect (PBAoE) spells, even while being hit.

For more entertaining duels, stick to your combat type. If you are a caster, challenge other casters. If you are a melee class, stick with opponents who will meet you hand-to-hand. Still, it's good practice to try to duel every class type, if only to learn how to defeat them. The lessons you learn help you against your ultimate foes, the casters and melee classes of the enemy realms.

In caster versus caster duels, the following holds true: Whoever attacks first wins. The first cast is often the critical one, and if you choose your first spell wisely, you're likely to come out ahead.

Typically, only self-buffs are acceptable during duels, unless both parties agree otherwise. You can quickly group with your opponent prior to beginning a duel to check for the presence of external buffs if you're feeling paranoid. Ungroup before the fight begins, or you'll share things like your beneficial chants, pulsing Bladeturn (BT), or group buffs with your soon-to-be foe.

Realm abilities play a huge factor in duels, particularly the active abilities on long reuse timers. Purge is a must-have realm ability for the serious dueler. You should remember that active realm abilities used in a duel are not available for actual Realm versus Realm (RvR) combat if their timer is not cycled, so be careful about using them before heading out to, or while in, the Frontiers.

The classes that can change damage types or switch between defensive abilities have some advantages in

dueling. Know your opponents' armor type and weapon type and you will know their weaknesses, both in terms of melee and spell attacks.

NOTE

Using a two-handed weapon halves your opponent's chance of parrying your attacks. Using dual-wielded weapons halves your opponent's chance of blocking.

Duels between melee classes generally last a long time due to the higher chance of evading, parrying, or blocking a single opponent. Endurance becomes a factor; choose the timing of your high endurance styles wisely if you don't have some form of endurance regeneration.

Don't forget to use your charged items during a duel. They may surprise and or debilitate an unsuspecting foe. A key disruption at the right moment may mean the difference between winning and losing in a fight with a caster. Some call it a cheesy tactic, and it won't work on someone who has used **/face** or **/stick** on you; but an effective way to beat any class is to run through your opponent after your attack, then quickly hit **/face** to spin around and attack again. If your timing is good, your opponent will get a *Your target is not visible!* message instead of landing an attack on you.

Ad Hoc Inter-Realm Dueling

On rare occasions, duels between the realms arise. These aren't approved or sanctioned by Mythic, but neither are they a violation of the Terms of Service, if they aren't used as realm point farming sessions.

Actual inter-realm duels are often arranged on server-specific message boards and via private messages, such as those used by the Camelot Vault. The more public the announcement of a duel, the more likely it is to be crashed by those who are there to end it.

Typically, the members of the enemy realms communicate through a system of emotes: **/beckon** is used to ask someone for a duel; **/bow** indicates that a duel can

commence; **/cry** is typically used to refuse a duel, often due to Resurrection Sickness; and **/point** often indicates a desire to move the duel to a slightly different location.

In this type of communication-free duel, the honor system is important. It is generally accepted that self-buffing is the only type of buffing allowed, but there is no way to enforce this. The same goes for grouping in order to share pulsing benefits, such as damage adds and Bladeturns. It is usually frowned upon.

Invariably, these ad hoc inter-realm duels get interrupted by those who disapprove of the activity. You should move on at that point, and remember that as much as you have a right to duel your realm's enemies, others have the right to disrupt those duels.

Remember, the ultimate point to dueling is the fun and the thrill of victory. Enjoy yourselves, and try new things. You might create new tactics that help you become a better player.

Dueling the Classes of Albion

Armor Vulnerabilities and Resistances

Armor Type	Worn by	Vulnerable to	Resistant to
Cloth	Cabalist, Necromancer, Sorcerer, Theurgist, Wizard	Neutral to all damage types	Neutral to all damage types
Leather	Friar, Infiltrator	Crush and heat (high)	thrust, cold (medium), and matter (low)
Studded Leather	Scout	Thrust, cold (low), matter (low), energy (low)	Crush and heat (medium)
Chain	Cleric, Mercenary, Minstrel, Reaver	Thrust and energy (medium)	Crush and heat (medium)
Plate	Armsman, Paladin	Crush, cold (medium), and energy (medium)	Thrust, heat (medium), and matter (medium)

Armsman

- Vulnerable to crush, cold, and energy; resistant to thrust, heat, and matter
- Typically uses slash weapons, may also use thrust, rarely uses crush
- Has a slow-firing, medium-low damaging crossbow for ranged attacks

The Armsman isn't a complicated dueling class, though it is a very good one. Armsmen can do well against other melee and hybrid opponents, and they're lethal if they close the distance and get into range. With the right anti-crowd control and self-healing realm abilities (Purge is mandatory, Determination is useful, and First Aid and Ignore Pain are duel-friendly), an Armsman can beat most casters.

Tactics for Playing an Armsman

- Try to minimize the starting distance between your opponent and yourself. The sooner you can get into close quarters, the better.
- If you are a Polearmsman or a two-handed user, try different weapon types for optimal damage against your opponent's armor. Sure, you won't get the best possible damage variance, but you will be more likely to get bigger, harder hits against vulnerable armor.
- Use your Purge and First Aid/Ignore Pain wisely. Timing is critical, and remembering whether or not your opponent has another form of crowd control that you're not immune to is the key to success. Do not waste Purge on a short-duration snare if your opponent has a long-duration mesmerize.

Tactics for Fighting an Armsman

- If you are in a duel with a Polearmsman, beware the after-style styles (the Defender's Rage and Defender's Revenge combos). They can pretty much finish anyone off.
- Their ranged attack is awkward to use and slow firing. Kiting is your best bet. Hit, apply some sort of movement debuff, and move away. Come back in for more or use your own ranged attack, if you have one.
- If you can, use a crush weapon and switch to dual wielding (if available) when your opponent's a shield user to halve his or her chance of blocking. If you're fighting a polearm or two-handed weapon user, try to use a two-handed weapon yourself to halve your foe's chances of parrying.

Cabalist

- Neutral to all forms of damage
- Always uses a crush weapon
- Primary spell attacks in descending order are matter and body

Cabalists are not a prime dueling class, though they can do well against casters with their range debuff and an interrupting pet. Most Cabalists you meet today are primarily focused in the matter spell line, as this is their healthiest spec line. That means that a powerful spec damage-over-time (DoT) spell will hit you during the duel. Even body and spirit specialized Cabalists have a damaging matter DoT, and they will use it. Cabalists are further hurt in duels compared to some other casters, due to their lack of an improved movement speed spell.

NOTE

A fun thing two Cabalists can do with the new dueling commands is a pet duel. Face two Simulacrum's off against one another, wager on the results, and may the better doughboy win.

Tactics for Playing a Cabalist

- Send your pet after your enemy as quickly as possible, and then forget about it. If you're lucky, the pet will act as an interrupter of ranged attacks and a constant DoT. If you're really lucky, the pet's proc will trigger.
- Land that DoT spell as soon as you can. The more time that passes, the more damage you do.
- Your priority with caster opponents should be to use Nearsight on them as soon as possible. This should be the first spell you cast on a caster or Scout.
- Dexterity debuffs caster opponents. It slows down their casting times, which keeps you ahead of them. And it's an insta-cast spell, so it's a good spell to use after your DoT.
- Snare melee opponents as soon as they begin charging at you, then turn and sprint away to regain that safe distance and let your DoT keep doing its job.

Tactics for Fighting a Cabalist

- Ignore the Cabalist's pet, or even better, use a form of crowd control on it. Kill the Cabalist, and the pet dies with him.
- If you are hit by the long-duration, incurable Nearsight spell, Purge it (if you're a caster) or close in to melee range and have at it. You don't have much choice if you're a caster without Purge. Close in and you might get your opponent into range, even with your vision obscured. Unfortunately, Nearsight has no immunity timer, so once Purged you can be hit with it again.
- If you are struck by a DoT spell and can heal yourself, don't try until the first tick passes, because it will interrupt your attempt to cast a heal.
- Purging the DoT as soon as you can is also a good idea. Don't Purge a snare spell, as your opponent will break it for you with a DoT or another form of damaging attack soon enough.
- The most damaging spell in most Cabalists' arsenals is the matter DoT. Maximizing matter and body reduces the pain of Cabalists' most common forms of damaging attack.
- If you are a melee class, begin the fight with a fast weapon to knock out your opponent's personal Bladeturn spell and start to do damage with your second swing.

Cleric

- Vulnerable to thrust and energy; resistant to crush and heat
- Always uses a crush weapon
- All spell-based damage is spirit

Rejuvenation and/or Enhancement Specialized

Generally, Rejuvenation and Enhancement spec Clerics do not make good duelers. They do not do enough damage with their baseline smite spells or their nonstyled weapon attacks to fight most high-damage output classes. Their best chance at winning a duel is through judicious use of their stun and mez spells, which allow them to back off and self-heal when they are injured. They should only use their instant in-combat heals when they take heavy damage from an opponent immune to their crowd control spells.

Smite Specialized

These are some of Albion's best duelers. They can use kiting techniques effectively, using stun and mesmerize to freeze an opponent in place, gain much needed distance, heal themselves, then break crowd control with a high damaging smite spell. Their higher smite spec gives them access to better forms of crowd control too. The smite spec damage add spell also helps make up for otherwise poor melee damage output.

Tactics for Playing a Cleric

- Try to duel only when you have instant heals available.
- Move to a safe distance and heal yourself to full health with regular heals before breaking mez with a smite.
- Your ability to buff yourself is critical. Don't forget to apply all your available buffs before dueling, including any resistance buffs you may have.
- The almost unbeatable Cleric duel pattern of attacks is: stun, smite, smite, melee, PBaOE mesmerize, heal self using regular heals, smite, melee, instant-heal, melee, instant-heal, melee.

- Judicious use of Bunker of Faith, once your opponent has begun to melee you, can make a tremendous difference. This is a critical realm ability for the successful duelist Cleric.

Tactics for Fighting a Cleric

- Use Purge to eliminate at least one of your opponent's attempts to crowd control you.
- Clerics only have unspecialized melee attacks, so if you have high defensive abilities (block, parry, evade, etc.), you generally only take damage from the smite spells. Maximize spirit resist to minimize the smite damage.
- You can't do much damage when the Cleric activates Bunker of Faith. When you see your damage drop to tiny amounts, you know it's been used. That's a good time to conserve endurance by not using styled attacks and instead going defensive.
- If you see the Cleric begin to use non-instant, slow-cast heal spells, try to interrupt them with a ranged attack if possible.

Friar

- Vulnerable to crush and heat; resistant to thrust, cold, and Matter
- Always uses a crush weapon
- No damaging ranged attack

Friars' ability to self-buff and their good damage output, combined with their self-buff improved defensive abilities, makes them a strong dueling class. Friars who have significant Rejuvenation specialization are weaker duelers, but they may still be difficult foes for those without crowd control to keep them at a distance.

Tactics for Playing a Friar

- Apply all of your self-buffs, including resist buffs, prior to duels. You don't want them to drop in the middle of a fight.

- Avoid fighting casters unless you have Purge. Avoid fighting Theurgists even if you have Purge. They have two forms of crowd control, so Purging away one will not help when they hit you with the second. Your lack of ranged attack hurts you badly against any class with multiple forms of crowd control.
- Don't use your self-haste buff against shield-using opponents until after they stun you with a shield style, and your one minute immunity is in place. That way, you don't waste precious hasted time frozen from the stun.
- If you're facing an Earth Theurgist with PBT, switch to the fastest staff you have.
- Your taunt shout should be used against casters as you sprint at them. With luck, it will disrupt one of their damaging spells, or even more luckily, one of their attempts to crowd control you.
- If your opponent backs off at any point, cast a baseline heal on yourself. Your DEX and DEX/QUI buffs, along with high Dexterity from equipment, means that you might get your cast in before your foe re-attacks you.

Tactics for Fighting a Friar

- Friars have no ranged attack. A root or snare is as good as a stun or mez when you need to back away to regain endurance, health, or power.
- Be careful about kiting Friars. They use the opportunity to heal themselves or cure any poisons or diseases. After you attack them in melee range, you're committed. Don't back off.
- Friars use a two-handed weapon. Your chance to parry their attacks is halved, so use a shield if you can. If you're feeling daring, try using a two-handed weapon yourself, to return the favor and halve their chance to parry.
- Attack speed debuffs work very well against Friars who typically use slow staves. The same is true of Dexterity debuffs, which reduce the amount of evading a Friar does.

Infiltrator

- Vulnerable to crush and heat; resistant to thrust, cold, and matter
- Typically uses thrust, though some may use slash weapons instead (particularly Britons); can also do body damage with poisons
- Has a slow-firing, low-damaging crossbow for ranged attacks

Infiltrators typically have a lot of experience with one-on-one fights. In the real world of RvR battles, they can choose their opponents and are most effective when assassinating a single foe. The techniques they use in RvR combat are identical to the ones they use during a duel.

As an Infiltrator, come to an understanding with opponents prior to beginning duels, and let your foes know that you plan on using your ability to stealth during the fight. Some opponents assume you want a straight-up melee duel without realizing you intend to use *all* of your class's abilities.

Tactics for Playing an Infiltrator

- Stun styles are your friends. If you're a 50 thrust spec Infiltrator, you've got your choice of Creeping Death or Dragonfang.
- Kiting works well except against classes that can heal themselves when given a breather (Cleric, Friar). Move away from your opponent (preferably after you've movement speed debuffed him/her with poison) and re-stealth. Come back in for another Perforate Artery and make your foe miserable.
- As a dual wielding class, your optimal foes are shield users who have a halved chance of blocking your attacks.

Tactics for Fighting an Infiltrator

- They will use stealth, so do your best to avoid the Perforate Artery and its even more deadly follow-up stun style, Creeping Death. The instant you see an Infiltrator disappear, begin to move and spin. Keep your movement and spin random, back and forth. Do not develop a pattern, or the Infiltrator will anticipate it and succeed in a Critical Strike.

- Move away from a crowd and spam F8 to select the nearest opponent. When you get a target selected, attack it with an instant spell or a quick melee attack. You may get lucky and unstealth your foe.
- Make sure you don't have a target selected so that when the Infiltrator finally attacks you from stealth, your auto-selection immediately locks onto him. Then hit /stick and begin to attack if you're a melee, or use Quickcast and a form of crowd control if you're a caster.
- Poisons hurt. They do damage over time, decrease Strength and Constitution, and reduce movement speed. The savvy Infiltrator switches weapons throughout a fight and applies all of these negative effects on you. Wait for your enemy to switch weapons and hit you with the full range of poisons before you burn Purge on eliminating the effects.
- If you can debuff an Infiltrator's Dexterity or Dexterity/Quickness with an item or a spell, do so. This cuts down the amount of evading an Infiltrator does.

Mercenary

- Vulnerable to thrust and energy; resistant to crush and heat
- May use any weapon type, though they typically focus on slash and thrust
- Has an effective bow for medium damaging ranged attacks

With their high damage output and ability to duel wield and use a shield and single weapon of any damage type, Mercenaries make good to very good duelers, depending on specialization and the foe being faced.

Tactics for Playing a Mercenary

- As a dual wielding class, your optimal foes are those who use shields. Their chance to block your attacks is halved. Avoid two handed users if possible, as they halve your own chance to parry.
- Save your Dirty Tricks for when you have stun immunity after a weapon style-induced stun.

- A great time to use Dirty Tricks on a Friar is right after he uses a self-haste buff. Watch for the Angel Wings. Similarly, use Dirty Tricks on Reavers after they trigger their damage add shout.
- Hopefully, you've specialized in shield high enough to have some form of stun attack. Begin the fight with your shield out, stun your opponent, and switch to your dual wielded weapons.

Tactics for Fighting a Mercenary

- Watch for their Dirty Tricks attack. Don't use high endurance or low to hit styles while its effect is on you. Sprint away from the Mercenary for a short period of time if the dirt hits you.
- If you are a shield user, put it away. Your chance to block a Mercenary's dual wielded weapons is halved. Try to attack with a polearm or two-handed weapon to halve the Mercenary's chances to Parry you.
- Attack speed debuffs are fairly useful against the Mercenary. Land one if you can.

Minstrel

- Vulnerable to thrust and energy; resistant to crush and heat
- Typically uses thrust weapons; may also use slash; can also do body damage with spells

The Minstrel is a very good dueling class. With speed, crowd control, DD shouts, and decent melee, the Minstrel is a fearsome opponent one-on-one. The problems with Minstrel stealth aren't an issue in a duel situation.

Tactics for Playing a Minstrel

- Charm a pet. This little-used ability in regular RvR can make you an incredible dueler against casters and melee opponents alike. The pet is a fire-and-forget missile; send it after your opponent first thing, then forget it.
- Start the fight with your stun shout, then follow with your two DD shouts. Even if your opponent closes in, he should be missing a significant amount of hit points.

- Gain distance with sprint when you need to, and go for your slower-cast mesmerize if you need to sit and regain power for more DD shouts. If you are quick enough, you can mesmerize your foe before your stun shout wears off, even factoring in two DD shouts.
- Use Confuse to disrupt enemy casters from medium range.

Tactics for Fighting a Minstrel

- Use Purge to eliminate the Minstrel's stun or non-area-of-effect mesmerize as soon as he uses it. Don't use it against the PBAoE mesmerize, as this is short duration and won't hurt you much.
- Maximize body resistance to reduce the damage from their DD shouts.
- A Minstrel can have good melee abilities. Remember that if you're a caster, and keep your distance. If you are a heavier melee fighter, close the distance as quickly as possible (determination is great here) and get the Minstrel into combat quickly.

Necromancer

- Neutral to all forms of damage
- Relies on its pet to do any significant amount of damage; pets do a variety of damage types, depending on the pet level
- Spells deal spirit damage

Tactics for Playing a Necromancer

- Your pet is your shield and only true means of dealing damage at range and in melee. Buff your pet as well as possible based upon your specialization in the various spell lines. Each spell line provides at least one solid pet buff, which gives your pet that crucial extra boost in battle. The pet is 88 percent of your own level.
- If you are specialized in Death Servant place the Bone Spikes damage shield on your pet and refresh it as needed. This helps boost the damage you do against your attacker. The damage shield is best used when fighting other melee classes. It won't work if your pet is rooted and a caster is nuking.

- If you fight a caster and find yourself rooted, your Necromancer can still cast the heal over time (HoT) spell that is a baseline Death Servant heal. It's small, but it may keep your pet alive long enough for the root, mesmerize, or stun to break.
- Before the fight begins, get off a lifetap or powertap spell. Use the lifetap on melee classes and the powertap on casters. This initial attack gives you a starting advantage.
- In a fight, use the lifetap through a Quickcast to steal life and heal your pet quickly if it is urgent.
- Do not underestimate the power of the Armor Factor debuff spell, Inevitable Visions. Your pet hits your opponent harder and misses less often when the Armor Factor of the enemy is debuffed.

Tactics for Fighting a Necromancer

- The Necromancer is a new and different class. The pet is 88 percent of the Necromancer's level, so it's always blue to the caster. However, the pet is most likely heavily buffed by the Necromancer.
- The pet may have a damage shield. If the pet has the damage shield up, do not melee the pet. Instead, run in circles around the Necromancer while the shield wears out. It only lasts 30 seconds, but it does pack an extra punch. While the Necromancer may cast it, it does give you a bit of time to get in some swings before the Necromancer rebuffs the pet, plus you don't take additional damage.
- You can't hit the Necromancer. Focus solely on the pet when dueling.
- The Necromancer can cast high-power-cost shout spells, which don't pack a lot of punch, but are capable of healing the pet by means of a quick lifetap. The Necromancer must be within range 500 of the pet and the enemy to cast these shouts. You can root the pet and move away to stop the shouts from being a viable solution.
- Rooting the pet also puts a "ball and chain" on the Necromancer: The Necromancer cannot travel beyond a certain distance from his pet, or the pet dies.

- If you are a caster, root the pet and get into bolting range. The pet can cast powerful powertap spells, which drain power from your caster and into the Necromancer's power pool.
- All of the Necromancer pet spells deal spirit damage. A high resist in this area could turn the tide in your favor.

Paladin

- Vulnerable to crush, cold, and energy; resistant to thrust, heat and matter
- Typically uses slash weapons, may also use thrust, rarely uses crush
- No damaging ranged attack

The Paladin, in the role as a defensive oriented tank, does quite well at duels. This comes from having very high defensive abilities that prolong the fight, which is always to the Paladin's advantage thanks to the heal chant. Two-handed Paladins have a harder time at duels because they trade away some of their defensiveness for damage output, which is wonderful for normal RvR but hurts in a one-on-one duel with a realm mate.

Tactics for Playing a Paladin

- Longer fights in a one-on-one duel benefit you because you have endurance regeneration. Periodically twist in endurance regeneration.
- Shield slam combined with endurance regeneration chant is a deadly combination in a duel. After you stun opponents, you can circle around them to use your side or rear positional styles.
- Use your taunt on casters as you sprint at them to disrupt at least one of their DD spells or attempts to crowd control you.

Tactics for Fighting a Paladin

- The quicker you end the fight, the better. Over time, Paladins' twisted heal chant brings their health back up to full.

- Paladins have no form of damaging ranged attack. If you can root them, it's like stunning or mesmerizing them. Remember, Strength debuffs can often be an effective long duration root or snare, as the victim becomes heavily encumbered.

Reaver

- Vulnerable to thrust and energy; resistant to crush and heat
- Often use Flexible weapons, which can do multiple damage types; can also do spirit damage with spells

Newly introduced in the *Shrouded Isles* expansion, the Reaver is a fantastic class when it comes to dueling. Reavers are flexible in choosing their weapon's damage type (assuming they spec Flexible), and their offensive chants are a close-quarter nightmare. As you fight the Reaver, you feed the Reaver your hit points.

Tactics for Playing a Reaver

- Wisely use your shouts. The DD shout (currently called Wrack) is wonderful for disrupting casters.
- You get the best bang for the power with your life drain shout. Use the life drain shout as often as you can.
- Spend enough spec points in shield to make it worthwhile. The ability to block bolts and arrows is handy in a duel where your opponent tries to keep away from you, due to your short-range shouts.

Tactics for Fighting a Reaver

- Stay away. Usage of crowd control spells and styles is critical; keep your distance and plunk away.
- If you notice the Reaver getting a lot more damage from a damage add spell, break away with sprint for a while. The duration of the damage add shout is not that long, but its impact is great.
- Finish the fight quickly if you can. Higher-damage output melee classes stand a better chance against the Reaver. The longer the fight goes, the more hit points the Reaver drains from you to give to him/herself.
- If you can dual wield, then you can reduce the Reaver's chance of blocking your attacks with a shield by half.

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- It is critical that you maximize your spirit resistance when fighting Reavers. Their spells are spirit based. Reduce the damage from their spells to survive.

Scout

- Vulnerable to thrust, cold, matter, and energy; resistant to crush and heat
- Typically uses thrust weapons; may also use slash; arrows can do any damage type
- Has a very high damaging longbow for ranged attacks

Scouts make excellent duelers. They have a powerful first strike ranged attack, and their shield gives them defensive abilities rivaled only by the pure tanks. Make sure your opponent knows from the beginning if you are or are not planning to use your bow during any duels. The same goes for stealth. If you use your bow at the beginning of the fight, choose an appropriate arrow type for maximum damage against the armor type your opponent is wearing.

Tactics for Playing a Scout

- Shield style stun, then pull out your bow and take a Critical Strike. You can do it. It's a great place to practice.
- Even better, after getting in a shield stun, move behind your opponent, pull out the bow, and start shooting him in the back. You'll get off at least three arrows if a fast enough bow and you take some of the shot speed improving realm abilities.
- If you get rooted, try your bow. You might get lucky and get a disruptive shot off, especially if you keep a fast bow in your inventory.

Tactics for Fighting a Scout

- Make sure you have no target selected, so when the first arrow strikes, your auto-selection kicks in and you can press your /face macro key to face the archer. If you have a shield, use engage. If you don't have a shield and you're a melee class, sprint and charge. If you're a caster, Quickcast mesmerize or stun if you have them. If you have a pet, immediately send it after the Scout; its attacks interrupt the Scout's attempts to shoot with the bow.

- Scouts have shield skill. They usually use their shield to stun you, and because they use a small shield, it doesn't use up much endurance. Be prepared to be stunned multiple times in a long fight; plan the usage of your instant abilities around that.

Sorcerer

- Neutral to all forms of damage
- Always uses a crush weapon
- Spell damage most commonly matter, though body also prevalent

The Sorcerer is quite good at dueling other casters, particularly with judicious usage of a good pet. When dueling melee classes, everything hinges on the melee character's anti-crowd control realm abilities and resists. Overall, the Sorcerer makes for a poor to average dueling class.

Tactics for Playing a Sorcerer

- If you have focused on the mind spec path, there are many good pets in Albion to use. Some favorites are Telamon from Lyonesse and Isolationists from the Pennine Mountains.
- You have a baseline snare in your matter line. Use it first, and your opponent may burn a Purge on that, allowing you to follow up with a spec or baseline mesmerize spell.
- You have powerful insta-cast debuffs. The DEX/QUI and DEX debuff are effective against Friars and Infiltrators. Your STR debuff may be enough to encumber a heavily armored or full inventoried opponent. It may even do a better job than your baseline snare.

Tactics for Fighting a Sorcerer

- If the Sorcerer uses a pet, immobilize it through crowd control or a movement speed debuff combat style, and focus your attention on the low-hit-point, cloth-wearing Sorcerer.
- Maximize your anti-crowd control realm abilities. Determination and Purge go a long way toward making a fight with a Sorcerer winnable.

- Use any ranged or interrupting attacks on the enemy Sorcerer, to disrupt the mesmerize spell.
- As a melee class, close the distance to the Sorcerer as quickly as possible. Sorcerers have low hit points, and after you have immunity to their mesmerize, they are yours for the pounding, as long as you don't get frozen in place when your Strength is debuffed.
- If you are a melee class, use a fast weapon when you reach the Sorcerer, to quickly take down the Bladeturn spell and damage on your second swing. You may switch weapons after you take the BT out.

Theurgist

- Neutral to all forms of damage
- Always uses a crush weapon
- Spell damage type is most commonly cold but can also be the harder-hitting spirit if specialized

Theurgists are probably considered the best dueling class in Albion. They are fantastic at one-on-one encounters against all types of attackers. Their multiple forms of crowd control allow them to overcome the Purge problem. They can chain cast stunning pets on a single foe which makes them difficult to close in with and hard to cast against.

Tactics for Playing a Theurgist

- Begin with a mesmerize spell, then break mez with chain cast air pets for their continuous stun.
- Root opponents as they charge you.
- If they break out of root using Purge, cast mez, and vice versa.
- Don't be a hero. If opponents close to near melee range, sprint away.
- Theurgists can get First Aid. If you intend to be a regular dueler, this might be a realm ability worth having. You can heal yourself while kiting your opponent. Bounty Point Watery heal stones also work well for this.

Tactics for Fighting a Theurgist

- Have Purge available. Without it, you're pretty much guaranteed a loss.
- Use a fast weapon to break the Bladeturn spell, and follow it up with a stun style or a movement speed debuff style (snare, root, etc.).
- Maximize your spirit, matter, and cold resists, as this takes away some damage from the Theurgist's DD spells.
- If you have some form of instant mesmerize, use it. It's one of the few ways to stop the infamous Theurgist air pet stun attack.

Wizard

- Neutral to all forms of damage
- Always uses a crush weapon
- Most common spell damage heat, but cold and matter also found, depending on specialization

The Wizard is a poor dueling class. It shares the same vulnerabilities as the other robed casters, namely low hit points and poor armor. The Wizard is also cursed with only one truly effective form of crowd control, the root spell, and no improved movement speed.

Tactics for Playing a Wizard

- Kill opponents before they reach you. That's simple in theory, but difficult in practice, due to high resists and the one-on-one nature of the fight.
- Pray your opponent doesn't have Purge.
- Friars have very high resistances to your damaging spells; be wary when you duel them.

Tactics for Fighting a Wizard

- Know what kind of Wizard you are fighting. If he's Ice specialized, maximize cold resist and try to do your damage from a distance to avoid the most hurtful part of PBAoE spells.

- If the Wizard is Earth or Fire specialized and you have a shield, make sure it's in use at the beginning of the fight. It might fully or partially block any bolts the Wizard flings.
- Wait for the Wizard's root spell before using Purge, unless you have an effective ranged attack.
- If you're a melee class, close the distance with the Wizard as quickly as possible using sprint. It's better to get there with no endurance than with no hit points.
- Use a fast swinging weapon when you get to the Wizard. It can take down a Bladeturn and let you do damage on your second swing that much sooner.

Dueling the Classes of Hibernia

Armor Vulnerabilities and Resistances

Armor Type	Worn by	Vulnerable to	Resistant to
Cloth	Animist, Eldritch, Enchanter, Mentalist, Valewalker	Neutral to all damage types	Neutral to all damage types
Leather	Nightshade	Crush	Slash
Reinforced	Bard, Blademaster, Ranger	Crush	Slash
Scale	Champion Druid, Hero, Warden	Slash	Crush

NOTE

Cloth, leather, reinforced, and scale are all neutral to thrust.

Animist

- Neutral to all weapon types
- Always uses a crush Weapon
- Primary attacks based in magic and pet turrets

Animists rely on having time to set up and place turrets strategically as their offense. They make average to below-average duelists because of their need for time, which in a duel is a luxury. Lacking utility and baseline stuns is a huge weakness in the crowd control department, but with proper kiting, victory can be achieved.

Tactics for Playing an Animist

- Begin every duel far from your opponent.
- Have your ground targeting already set in the best location.
- Against melee classes, get damage turrets up, then run around them while your opponent chases you.

- If you face off against another caster or ranged class, your chances diminish because your pet bombs take time to reach their target and can be crowd controlled.
- If you Quickcast a pet turret near the caster before getting stunned, it interrupts your opponent and gives you time to get off some bombs.
- Avoid dueling Rangers and Nightshades unless you already have a turret up. Otherwise, you are easy prey in an unfair fight. As in RvR, stealth classes are your worst enemy.

Tactics for Fighting an Animist

- Ignore the turrets and focus on the Animist. The more turrets that go up, the less your chance of victory.
- If you have a ranged attack to keep the Animist from creating a turret, use it during the opening of the duel. Then, close in and make the kill or finish him off from range.
- Animists possess a number of bomb style weapons, as well as a variety of turrets. If one goes up, identify the effect being used and counter it appropriately.
- Keep the pressure on. Animists don't possess a solid form of crowd control, so keep pushing them, and they will crumble.

Bard

- Vulnerable to blunt; resistant to slash
- Can use slash and crush weapons
- Can train a direct damage instant shout with Music spec

Bards are poor duelers. They are a superb support class, but have almost no damage-dealing ability. However, there is a way to duel pure melee classes using the endurance regeneration song and instant DD shout. With endurance regeneration song level 5, Bards are able to constantly sprint.

Tactics for Playing a Bard

- Endurance song 5 makes most classes unable to close in and keep up with you. By using endurance song, keeping your distance from your opponent, and timing your instant DD shout, you may be able to duel and win against a pure melee opponent.
- Avoid dueling classes with ranged attacks and utility spells. In general, strict melee opponents are your bread and butter for duels.
- If you have committed too heavily and are taking too much damage, be sure to mez your target or use sprint to get some distance and heal yourself. Use all the utility spells you have at your disposal.

Tactics for Fighting a Bard

- Close the distance as quickly as possible if you are a pure melee. Run a lot, and hope you get in some lucky shots. If you have a ranged attack, get it ready. A Bard will kite you to the ends of the earth.
- If you have a ranged attack or a form of crowd control, this is an easy fight. Make sure the Bard doesn't take off at the beginning of the fight, and close for the kill.
- Bards have heals, mez, and endless sprint, which can turn the fight into a long confrontation. If the Bard mezzes you, Purge if you have it, and focus on locking down the Bard's assets.

Blademaster

- Vulnerable to crush; resistant to slash
- Free to specialize in all forms of melee damage, normally focusing on slash
- Has a short bow skill, granting a low-medium-damage ranged attack

With their advanced evade skill and ability to specialize in any weapon, Blademasters are fearsome duelists. Their class ability Triple Wield can boost their damage output above any other melee class for a short period of time. They can also specialize in shields to stun their opponents.

Tactics for Playing a Blademaster

- If you are specialized in Celtic Dual, your most favorable opponent will be one who uses a shield. Dual wielding halves your opponent's chance to block your attacks. Avoid dueling two-handed users; your chance to parry is halved when fighting them.
- Save Triple Wield for the time you are invulnerable to stun. It only lasts 30 seconds and can be the turning point in a duel.
- Use speed to your advantage. Your chain styles cause the most damage and use the least endurance, and speed is key in using them.
- If you specialize in shield and Celtic Dual, start the duel by stunning your opponent, then switching to your dual weapons and making quick work of them.
- Save Flurry for the end of the duel to catch your opponents off-guard and prevent them from using Ignore Pain or other self-healing abilities.

Tactics for Fighting a Blademaster

- If you can use two-handed weapons, your chance to get parried is halved, thus lowering the Blademaster's defense.
- If your class has any form of crowd control, save it for when the Blademaster uses Triple Wield. This ability only lasts for 30 seconds, and if you stay away from him, he will have wasted it.

- Attack speed debuffs work well against Blademasters. If you land the debuff, they have a hard time using their chain styles and have to use more endurance with normal styles.

Champion

- Vulnerable to slash and resistant to crush
- May use crush, thrust, or slash
- Hybrid tank that uses magic debuffs to excel at solo combat

Like most hybrids, the Champion is built of PvP action. Unique nukes and debuffs make powerful tools, but be careful. Compared to the pure tanks of Hibernia, your total hit points are marginal. Fight wisely, using speed to your advantage, and be aware of the endurance cost of your debuffs versus the value of your styles.

Tactics for Playing a Champion

- Make sure your self-buff is up and current. The extra hit points created by the buff are vital to surviving any duel.
- Snare is your greatest ally when facing more powerful tanks. Use your normal run speed to gain some ground, and your 15-second direct damage shout to wear down your opponent. If you're lucky, your foe will waste a purge to remove the snare. Snare is on a fast timer, and resnaring is simple. Wait till your foe has one-third health before engaging in melee combat. If you are losing, snare and run to repeat kiting till you have the advantage again.
- Whether you use shield and sword or large weapons, stun is the key to winning a duel. When using a shield, start with a stun and melee with styles until the stun wears off and/or you run out of endurance. Then, debuff your opponent.
- For those at level 50 and using large weapons, the style annihilation is nothing more than its name states. Run to opponents and pass through them, then click your "face" hotkey and perform the style. Few players are skilled enough to avoid this maneuver.

Tactics for Fighting a Champion

- Close the distance between yourself and the Champion. A Champion's snare is effective, especially at levels 40 plus, which come with durations upward of a full minute. Get in close and stun.
- You can't keep a Champion from using spells because they are all shouts; however, if you time a Purge correctly, you can deplete the Champion of valuable endurance. Wait until you are both snared and Strength/Constitution debuffed before Purging.
- For the most part, Champions have lower hit point totals than other melee classes. Take advantage of this with high damage styles, even if you suffer a defensive loss.

Druid

- Vulnerable to slash and resistant to crush
- May use crush or slash weapon
- Has DoT, pet, root, and insta-heals

Dueling successfully for Druids is an issue of effectively maximizing their stacking damage types, while controlling the damage taken by their opponent. Due to the range of spec choices for Druids, some lack the offensive abilities to deal with a wide range of opponents, while others, especially those with a decent mix of the Druid Nature line, have a wide assortment of counters to use to best their opponent.

Many of the following tactics include the use of Nature line abilities. Support-based Druids (those with high Nurture/Regrowth spec) are limited to melee fights and may find it difficult to duel Hibernian classes due to a lack of utility spells.

Tactics for Playing a Druid

- Use the Nature line instant roots (attained at 28 and 36 spec) to control the flow of combat. Used effectively, they allow you to back away from tanks to heal yourself, cast DoTs, control enemy pets, and interrupt casters.

- When using roots to back away from melees, deactivate your damage shield, as this spell will break your root if the enemy hits you when you are backing away.
- Maximize defensive realm abilities and resists. The realm ability, Mastery of Blocking, is effective at increasing your block rates, especially versus unstyled melee attacks and bolt spells. Avoidance of magic helps to slow the damage taken from casters to give you time to defeat them.
- Purchase the realm ability, Longwind, at least to level one. There are times when you can use sprint to deplete melees of endurance, gain space to recast your DoT, or to move out of casting range to heal. Being able to sprint for longer periods of time improves your chances of using the above tactics.
- Versus classes with area effect crowd control (CC) spells, avoid losing the use of your pet while under CC effects. Use the Pet Stay command to start the fight with your pet outside an area effect CC spell radius (400 world units or more).
- When fighting melee classes, keep your pet behind opponents to prevent their defensive skills (parry, block, evade) from reducing your pet's effectiveness.
- Have your instant heals available during the duel. With the addition of the First Aid and Ignore Pain realm abilities, this is more important than ever. Don't wait until the last minute to heal yourself; a well-timed stun could prevent you from doing so.
- The Druid class's largest asset in duels is its versatility, especially with a balanced or mixed spec configuration.

Tactics for Fighting a Druid

- Focus on preventing Druids' use of DoT spells in combat, and remove their pets from the fight if a method of crowd control is available.
- The pet is weak to all magical attacks. Druids have the hit points to make their strong pets a severe source of damage in the fight. Taking down the pet is the key.

Eldritch

- Neutral to all weapon types
- May only use crush weapon
- High damage nuker with the utility to back it up

Eldritch makes poor duelists, with the exception of those who specialize in the Way of the Sun. With low hit points and slow casting direct damage spells, Eldritch will be killed by a pet, mez, stunned, or nuked down before they can get off a second or third spell.

Tactics for Playing an Eldritch

- For those Eldritchs specializing in Void, keep out of your opponent's range. Void Eldritchs have the longest-range spells in the game, making it possible to kill your enemies without them casting a spell.
- While Mana Eldritchs are powerful RvR tools, in a one-on-one duel they lack the tools to be effective. Use a bolt spell at range if you have the opportunity, then close range using sprint and nuke.
- Eldritchs who have specialized in the Way of the Sun are superior duelists. If your opponent has a pet, mez the pet to keep it from interrupting you. Stun your opponent and set him on fire.

Tactics for Fighting Eldritchs

- As a whole, Eldritch spells are slow. Use fast-casting nukes and spells that interrupt their long casting times.
- Like all casters, Eldritchs have few hit points; even a lower-level pet could bring their demise.
- Don't let an Eldritch out-range you. Stay close enough to use a bolt without being overcast for speed, but not so close to be effected by any AoE spells.
- Baseline stuns are your enemy; lock and load Purge.

Enchanter

- Neutral to all weapon types
- May only use crush
- Has pet with huge fast-casting nukes

Enchanters are decent duelists. With speed buffs and a pet, you can keep out of range while your pet wears down your enemy, or dart in for a quick kill using AoE nukes. In a battle of AoE spell verses AoE spell, the enchanter has no equal. However, even with the aid of speed, getting close enough to use such spells is your biggest challenge.

Tactics for Playing an Enchanter

- Like most casters, for those Enchanters who have specialized in Enchant, kiting is the key. When fighting another caster, use a melee pet to interrupt your opponent's casting.
- Get your pet locked on early and keep your distance to avoid the powerful AoE spells.
- Even if you have not put many points into Enchant, you should still summon a pet; the possibility of interruption is worth the effort.
- For those enchanters who have chosen AoE damage over a pet, close the distance between yourself and your opponent. Enchanters have the fastest-casting AoE spells, so don't waste time trying to out-nuke your opponent at range. With careful use of sprint and skill, you can get in and chain nuke before your opponent gets off a second or third spell.
- Use your base line stun to make short work of the enemy.

Tactics for Fighting Enchanters

- If the Enchanter has a pet, take the pet out of action first. Use roots, mez, and stun to keep the pet out of play. If you try to attack the Enchanter first, the pet may keep you from casting your next spell.
- Keep your distance. Many Enchanters have powerful AoE spells and cast them faster than any other class. Use crowd control to keep both the pet and the Enchanter interrupted, then close for the kill.

Hero

- Vulnerable to slash; resistant to crush
- Uses Celtic Spear (pierce), large weapons (blunt and/or slash), and one-handed pierce, slash, and blunt
- Has a slow-firing, low-damaging short bow for ranged attacks

The Hero isn't a complicated dueling class, though it is a good one. Heroes do well against other melee and hybrid opponents, and they're lethal when they can close the distance and get into range. They have a unique class ability that increases total hit points (called Master of the Hunt at level 45), and acts as an instant heal. With the right anti-crowd control and self-healing realm abilities (Purge is mandatory, Determination is useful, and First Aid and Ignore Pain are duel-friendly), a Hero will win against most casters.

Tactics for Playing a Hero

- Minimize the starting distance between you and your opponent. The sooner you get into close quarters, the better.
- Use your Master of the Hunt, Purge, and First Aid/Ignore Pain wisely. Timing is critical, and remembering whether or not your opponent has a form of crowd control that you're not immune to is the key to success.
- Get behind your target by running through him and pressing the /stick quick button. An attack from behind cannot be evaded or parried. Get a feel of your opponent's attack speed, and time your run-through-and-stick move for maximum benefit. If your opponent uses this tactic on you, press /face or /stick whenever he or she attempts it.
- If you are specialized in Celtic Spear, open with the Tracking Spear (use after you parry), Hawk's Talon, Wyvern Talon chain as opening, and use Eagle Talon (use any time) as a backup.

- One of the most popular RvR specs for a Hero is 42 shield with 50 Celtic Spear. If you are spec'd this way, use the shield Slam style wisely. Start the duel with engage, block your opponent's first attack, use the Slam style, Dragon Talon (use from side), and Cuchalainn's Revenge chain (while your opponent is stunned). Or you could save your Slam for the end of the battle. Your opponent cannot use instant healing realm abilities while stunned.
- If you are a large weapon user, use different weapon types for optimal damage against your opponent's armor. Any other scale users, such as Heroes, Druids, Wardens, and Champions, are weak to slash damage. Reinforced armor users, such as Blademasters, Bards, and Rangers, are weak to blunt damage. Hibernian leather users, such as the Nightshade class, are also weak to crush damage.
- The level 50 spec large weapon style Annihilation is your best friend. It is a use-from-behind style with a large-duration stun and a high bonus to hit. After your opponent is stunned, repeatedly use this style until the stun effects wear off.
- If you are a one-handed shield user, use a small shield. There is no benefit from using a medium or large shield in dueling, and the small shield styles use less endurance than a medium or large shield.
- Always start a duel with engage. This ensures that you have a high chance to block your opponent's first attack, and it makes him waste his valuable endurance.
- Plan the timing of your Slam style. You could start the duel with engage, block your opponent's first attack, use the Slam style, and try to do the most damage as early as possible. Or you could save your Slam for the end of the battle. Your opponent cannot use any abilities while stunned.

Tactics for Fighting Against a Hero

- If you have ranged attack, keep as much distance between yourself and the heroes as possible. The more endurance they use attempting to close the distance, the less endurance they use to put damage onto their attacks

- If you are a melee class, use high damage reactionary styles such as evade, parry, and block chains. They use less endurance and result in great damage output. Unless you are a rogue class, a melee battle usually comes down to the person who parries or blocks more and who uses their endurance with greater wisdom.
- Limiting the use of a Hero's RAs is key. When they get low on health, use a stun before they use Stag form, First Aid, or Ignore Pain. Stag form and Ignore Pain close together is especially painful because it heals them for an additional 800 points or so. Prevent this if possible.

Mentalist

- Neutral to all weapon types
- Crush only weapon
- Are the Swiss Army knives of casters

The Mentalist can be a prime dueling class, if played correctly. The main spells used by a Mentalist are DoTs or high-damage DDs, depending on your specialization. Most Mentalists are focused in the Mana or Light spell lines, as they are the most effective. You can expect to be hit by a powerful DoT spell sometime during the duel. Even Light and Mentalism specialized Mentalists have a damaging DoT, and there is a good chance they might use it.

Tactics for Playing a Mentalist (Light Specialized)

- Grab a pet before the duel. If you are trained close to your level in Light, you can reliably hold a pet one or two levels above you.
- Stun first to give yourself time to get in a couple of free shots. If you're fighting another caster, that caster has stun too, so hit with it first.
- Your priority with caster opponents is to get your pet on them as soon as possible. This serves as another thing for them to worry about, as well as interrupting their casts.

- When they're stunned and your pet is attacking them, unload your power into them with single-target DDs. Light mentalists have an advantage over most other casters because their range DD has a casting time of only two seconds, so they can get in more casts.
- If your opponents get close to you, DoT them and sprint away—let your pet and DoT finish them off while they chase you.

Tactics for Playing a Mentalist (Mana Specialized)

- Use your self-buffs before the duel, including your power regen buff.
- Stun early in the duel; this gives you a good amount of leverage on the opponent.
- Land your two single-target DoTs as soon as possible. The two combined do massive damage over time no matter who the opponent is. If your DoTs wear off, hit your opponent with them again.
- As a Mana Mentalist, you're relying mainly on your DoTs to do the damage for you. You can throw in a few baseline DDs if your opponent's not close to you, but keep a good distance at all times.

Tactics for Fighting a Mentalist

- Ignore the Mentalist's pet, if there is one. Don't use anything against the pet, or when the Mentalist dies, it will turn on you—possibly resulting in an Exp death. Kill the Mentalist, and the pet goes to its original spot, if you didn't attack it.
- If you are struck by a DoT spell and can heal yourself, don't try until the first tick passes because it will interrupt your attempt to cast a heal.
- Purge the DoTs, especially if you're a caster.
- If you're a caster and have Nearsight, use it to beating the Mentalist.
- If you are a melee class, get close to stop the Mentalist's casting as soon as possible. Stay away too long, and you'll lose the duel.

Nightshade

- Vulnerable to crush; resistant to slash
- Can use pierce or slash weapons
- Gets an instant DD shout

The Nightshade is an excellent dueling class. Nightshades stealth and use high-damage Critical Strike styles, poisons, and have high evade. They also have an instant DD shout.

Tactics for Playing a Nightshade

- Apply the DoT and Str/Con debuff poisons on your primary weapons.
- Stealth at the start of battle, and use your Perforate Artery, Creeping Death, Stunning Stab chain.
- Use your instant DD shout whenever you can.
- Keep a backup weapon with decess poison applied to it. Switch to this weapon midbattle, and use it on your opponent.
- Decease halves the effects of all heals and healing abilities, such as First Aid and Master of the Hunt. Also, your opponent cannot regenerate health while under this effect.
- Keep a backup weapon that has snare poison applied to it. In close fights, use this weapon to snare your opponent, run away, and re-stealth. This earns you time to regenerate your health and endurance, and lets you use your Perforate Artery chain again.
- If you are pierce specialized, use Diamondback (use after evade, medium duration stun) as your opener, the Critical Strike style Garrote (use anytime) and Achilles Heel chain as your backup. After you evade your opponent and use the Diamondback style, your opponent will be stunned, and you can use the Critical Strike Hamstring (use after evade), Leaper, and Rib Separation chain as a multi-evade style combination.

Tactics for Fighting a Nightshade

- Do not let Nightshades get their Critical Strike chain off against you. When the fight begins, the Nightshades will stealth and line up their opening series. To prevent this, have "mouselook" bound to a

mouse key so you can toggle the orientation of your character. Search for the Nightshade, and turn your character's orientation at random intervals, making it difficult for the Nightshade to line up for his or her Perforate Artery style.

- Casters should use a PBAoE spell to uncover a Nightshade, then get off a quick cast stun before the opening strike.
- Poisons hurt, and Nightshades use several against you. Use Purge only after you are stunned to remove both effects at once.
- Use your endurance sparingly if you are a melee class, as Nightshades' evade chain uses little endurance, and they will have a style for most of the fight. Attempt to use reactionaries to make your endurance go the distance.

Ranger

- Vulnerable to crush and resistant to slash
- Blades or pierce in melee, and all three damage types at range
- Ranged damage along with stealth and kiting

Rangers are an above-average dueling class, depending on their specializations. Rangers' bread and butter is their ability to stealth and ranged attack. Depending on the rules of the duel, use this to keep the enemy at a distance using judicious use of sprint and stealth. Critical Strike is your friend. Use your pathfinding buffs before every duel starts. Do not underestimate the value of the damage add in conjunction to your fast Celtic Duel attacks.

Tactics for Playing a Ranger

- Patience is key. Stealth from the onset of the duel and get into a favorable position. Depending on your stealth spec, you might have to stealth and fire from your beginning position, but at least it gives you the edge.
- Critical Strike is not dependant on whether or not opponents are in combat mode, but whether they are moving. Line up the Critical Strike once into a good position, wait for your prey to stop, then fire.

- Don't be afraid to slug it out. Unless you are certain your opponent has Ignore Pain or other realm abilities that can keep the fight going, know when to end it. Pop off the last few shots and stop kiting to engage in melee. Waiting too long can leave your opponent so frustrated that he starts kiting you and undoing all your hard work by regenerating.

Tactics for Fighting a Ranger

- Never stop moving. The moment you stop, the Ranger can line up a high-damage Critical Strike.
- If you are a caster, make sure your Bladeturn is up, and have your finger on the Quickcast stun. After the Ranger fires his first arrow, lock him down and nuke away.
- Melee classes should be wary of dueling Rangers because they will attempt to kite you. Hit-and-run tactics can destroy a tank unless you have the realm abilities to support a long fight. Most Rangers don't have high stealth, so if you get near where they last stealthed, you can catch them in the semi-invisible state attempting to get to their next position.

Valewalker

- Neutral to all weapon types
- Has the versatility of ranged and melee attacks
- Spell lines directed toward melee specialization

Valewalkers, with their strong toolset, are wonderful duelists. The versatility of casting lifetaps combined with the scythe and powerful procs makes them fearsome opponents. Burn your foes down from a distance or up close and dish out some serious hurt with a scythe. Valewalkers have wonderful flexibility with no glaring weakness.

Tactics for Playing a Valewalker

- Refresh your absorption and Armor Factor buffs before each fight. Without them, you turn from a hybrid tank into a cloth-wearing melee fighter. That's not good when huge two-handed weapons can hit you.

- If you face a melee class, cast lifetaps and your DoT shout. When your enemy closes to melee range, slug it out, and use reactive styles to your best advantage.
- You don't have the hit points of a true tank, so effectively use your styles and DoT shout.
- Before opponents close to melee range, snare them and run away to get in an extra lifetap or two.
- Against ranged attackers, use your DoT shout to interrupt casts and close for melee.
- No caster in Hibernia can stand up to you in a melee fight, and they will resort to using crowd control, followed by trying to burn you down while you can't resist. Purge is your best friend if you have the realm points to get it.

Tactics for Fighting a Valewalker

- Melee classes should close in soon and get off their big damage styles.
- Keep the pressure on when you engage in melee, as a Valewalker's lifetaps can turn your own hit points against you.
- If you are a Caster, use your baseline stun Quickcast to stop the DoT shout. Then, turn the Valewalker into toast. Valewalkers don't have a ton of hit points, so if you get in the stun, that will be the end of it.

Warden

- Vulnerable to slash and resistant to crush
- May use crush or slash weapon
- Has pulsing Bladeturn and weapon speed, as well as endurance regen

Wardens' ability to self-buff and their strong defensive capabilities, combined with their heals, makes the Warden a strong dueling class. A Warden's pulsing Bladeturn spell is how most people define the class. It makes duels last a long time with other melee classes. With scale armor, a medium shield, parry, and pulsing Bladeturn, Wardens are one of the most defensive classes in the game.

Tactics for Playing a Warden

- Apply all of your self-buffs, including resist buffs, prior to any duels; you don't want them to drop in the middle of a fight.
- Avoid fighting any casters unless you have Purge and/or Thornweed Field. The first thing a caster does is stun; that's when to use Purge. Thornweed Field continuously hits your opponents, keeping them from casting anything. All you have to do at that point is /stick to them and thwack away.
- When fighting casters, pulsing Bladeturn doesn't do much for you because it only blocks physical attacks. Instead, use your speed enhancement chant until you get next to the enemy, then put on your damage add.
- Your bow can be a useful tool if you're rooted. It keeps opponents from casting any more than they already have. Keep on your damage add chant while shooting your bow, unless you're fighting a Ranger.
- If your melee opponent backs off, heal yourself.
- If you find that you're losing a battle with a melee class, and you have Thornweed Field, lay it down at your feet and sprint away to heal yourself. Opponents get snared from the realm ability, so you can get off one or two heals before they get to you.

Tactics for Fighting a Warden

- If you're a melee class, use the fastest weapons you have available to you to deal with the pulsing Bladeturn.
- Be careful about kiting Wardens. They use the opportunity to heal themselves. When you attack them in melee range, you're committed, so don't back off.
- While Wardens are stunned or mesmerized, any pulse they might have had up drops immediately. This makes stun styles effective against Wardens, so use them.
- Wardens don't deal a lot of damage. Rather, they rely on their high defensive capabilities to keep them alive long enough to dwindle your health to zero. Max out your defensive capabilities and you'll stand a better chance.
- Wardens have energy, spirit, and body resist buffs. If you have a choice, use heat, cold, or matter spells against them.

Dueling the Classes of Midgard

Armor Vulnerabilities and Resistances

Armor Type	Worn by	Vulnerable to	Resistant to
Cloth	Bonedancer, Spiritmaster, Runemaster	neutral to all damage types	neutral to all damage types
Norse Leather	Shadowblade	Slash	Thrust
Norse Studded	Berserker, Hunter, Savage	Slash	Thrust
Norse Chain	Healer, Skald, Thane, Shaman, Warrior	Thrust	Slash

NOTE

Cloth, Norse leather, Norse studded, and Norse chain are all neutral to crush.

Berserker

- Resistant to thrust, neutral to crush, and vulnerable to slash
- Can use slash or crush
- Primary attacks with dual or two-handed weapons

Berserkers are the kings of offense as far as Midgard tanks are concerned, and they can shape change into Vendos every five minutes, virtually doubling their damage outputs through inflicting critical hits. Berserkers often use dual weapons and are adept at dodging attacks. As a "pure tank" class, Berserkers can purchase realm abilities like Determination, Purge, and Ignore Pain at a reduced cost. Berserkers are one of the toughest Midgard classes to put down in a duel.

Tactics for Playing a Berserker

- Use reactionary and positional styles if possible; they do more damage and use less endurance.
- Wait for the right time to zerk. If you do it too soon against Warriors or classes that can stun, you will open yourself up against shield slams or worse since you lose most all of your defensive abilities in Vendo mode.
- Close the distance against archers and casters. With no defense against spells or arrows, you need to get into melee range fast.

Tactics for Fighting a Berserker

- If you can stun (with shield slam, spells, or weapon styles), do so when Berserkers go into Vendo mode. You'll have your best chance to negate their damage and deal some of your own.
- If you don't have the option of stunning them, get out of melee range until Vendo mode expires.

Bonedancer

- Neutral to all damage types
- Uses crush
- Primary attacks are spells and pets

Bonedancers can summon up to four pets. In duels, especially against melee classes, put your pets on your opponent and run away. Against other casters, you can use the pets to interrupt them, but watch out if the pets get rooted or stunned; then you're on your own.

Tactics for Playing a Bonedancer

- Set your pets on your opponent and run away. Kiting might be a cowardly tactic, but it works.
- Keep your Bonecommander alive; if he dies, so will you.

Tactics for Fighting a Bonedancer

- Ignore the pets and go for the caster.
- Use AE mez or root, if you have it, to control pets.

Healer

- Vulnerable to thrust, neutral to crush, and resistant to slash
- Uses crush
- Primary attacks are hammers and spells

Augmentation Healers are the toughest opponents one faces in Midgard. They boast an impressive self-damage add and damage shield, as well as powerful stat and resistance buffs. Pacification Healers are easier, but they have insta-cast stuns and mezes. Mending specced Healers have a few insta-heals, which make battles with them long. When two Healers square off, the battles take forever.

Tactics for Playing a Healer

- If you have enough augmentation for the self-damage shield, use the attack speed debuff on your opponents to increase its effectiveness.
- If you have enough pacification to get insta-cast mez or stuns, use them to disable your opponent and heal yourself, or get in some free attacks.
- Enter the battle fully buffed, whether it be self-buffs that increase your stats or resists. Buffs are an important facet of the healer class.

Tactics for Fighting a Healer

- Don't let them heal themselves.
- Wear the maximum amount of body resist items to reduce the effectiveness of their crowd control spells.
- If you have a two-handed weapon, use it. It's a plus to be able to take the Healer out as soon as possible.

Hunter

- Resistant to thrust, neutral to crush, and vulnerable to slash
- Uses slash or thrust
- Primary attacks are bow and spear

Hunters can use spears and bows to great effect. Plus, with the realm ability dodger, they have strong defenses. When dueling a Hunter, close the distance between you, or the Hunter will fill you full of arrows. Watch out; spears hit hard also. Hunters have the hardest time against tanks specced high in shield.

Tactics for Playing a Hunter

- Start the duel at the largest possible distance; you need to be able to go into stealth mode and start shooting arrows.
- Against classes not specced in shield, kite them. Don't let them engage in melee until you are ready.
- Use pets; they are part of the class.

Tactics for Fighting a Hunter

- Close the distance to eliminate their ranged attacks.
- Ignore the pet and go for the character.

Savage

- Resistant to thrust, neutral to crush, and vulnerable to slash
- Uses slash and thrust
- Primary attacks are slash and thrust

Savages are similar to Berserkers in duels, but can cast short-duration buffs that increase weapon resists, enable faster and harder hits, dodge and parry better, or transfer health into endurance. Due to Savages' lack of health, battles are often short—resulting with either of them winning in a flurry of blows, or losing if they can't finish you off in the first 20 seconds.

Tactics for Playing a Savage

- Don't blow all of your buffs at once; they cost a lot of health after they expire.
- Close the distance between you and your target as soon as possible.

- If you see a Berserker go into Vendo mode, click on that evade buff and hope for the best.

Tactics for Fighting a Savage

- If you notice the Savage is casting a lot of spells at once, run away—they expire in 30 seconds and leave the Savage hurting.
- If you have stun, use it.

Shadowblade

- Resistant to thrust, neutral to crush, and vulnerable to slash
- Uses slash or crush
- Primary attacks are duel or two-handed weapons

Like any assassin class, Shadowblades make outstanding duelers. Shadowzerkers employ dual weapons, Critblades hit for massive damage, and Envenom specced Shadowblades use a variety of toxins to great effect. The most common Shadowblade is a five-spec and is a jack-of-all trades merchant of death.

Tactics for Playing a Shadowblade

- Start the duel and stealth. It pays to be sneaky. Get in that first massive strike before opponents know what hit 'em.
- Keep some Envenomed weapons on hand, even if you didn't Envenom them yourself.

Tactics for Fighting a Shadowblade

- If Shadowblades stealth right off the bat, move around so they can't get in positional attacks.
- While Shadowblades may do a lot of damage, they don't have a lot of health. Stun is your friend; use it if you can.
- If fighting an Envenom-based Shadowblade who debuffs and DoTs you, use a Purge, if you have it up, to negate the Shadowblade's offense.

Shaman

- Vulnerable to thrust, neutral to crush, and resistant to slash
- Uses crush
- Primary attacks are hammer and spells

Shamans are Healers with ranged attack spells, but they lack instant heals. Shamans open with a bolt, DoT their target, kite, then turn around and root. If the root sticks, repeat until melee begins. There, Shamans take advantage of a minor self damage add and damage shield. They have high stats due to powerful buffs. Shamans can sprint with endurance regeneration, so keep them close.

Tactics for Playing a Shaman

- Shamans are the kings of kiting. DoT your enemies, disease them, bolt them and root them, then sprint away using your endurance regeneration buff. Repeat until you win. Start as far away as possible before the match begins.

Tactics for Fighting a Shaman

- Be ready to run around because these guys love to kite. Kill them with whatever means you have at your disposal.

Skald

- Vulnerable to thrust, neutral to crush, and resistant to slash
- Uses crush or slash
- Primary attacks are axe, hammer, sword, and direct damage shouts

Skalds are one of Midgard's most balanced character classes, and they make great duelers as well. A typical Skald tactic is to open with a melee attack, two DD shouts, then mez their opponent for 20 seconds. This lets their DD shouts recharge, allowing them to frontload almost 1,000 points of damage without getting hit. Skalds also have a snare, which enables them to kite players effectively. Played correctly, a Skald can beat any class in the game.

Tactics for Playing a Skald

- Open up your attack with two DD shouts, then mez. By the time your mez wears off, you can fire off your shouts again.
- You have a snare; use it to buy time. Snare your opponent, run away, and give yourself time to rest or recharge your powers.

Tactics for Fighting a Skald

- If you have Purge and use it the first time he mezes you, the Skald will be in a lot of trouble.
- Max out your body resists to avoid the mez and shouts.

Spiritmaster

- Neutral to all damage types
- Uses crush
- Primary attacks are spells and pet

Most Spiritmasters are specced highly in Suppression, which translates into them having the most powerful PBAoE spell in the game. Battles with Spiritmasters begin with them setting their pet on you, debuffing, nuking, then PBAoEing until it's over.

Tactics for Playing a Spiritmaster

- Mastery of Concentration is your friend; if it's up, you won't lose the fight.
- Set your pet on your opponent; it's a good distraction.
- PBAoE.

Tactics for Fighting a Spiritmaster

- If you're whaling away at a Spiritmaster and he's still casting spells, sprint out of there; he's using Mastery of Concentration. It lasts 15 seconds, so hang in there.
- Ignore the pet and kill the caster. You know the drill by now.

Runemaster

- Neutral to all damage types
- Uses crush
- Primary attacks are spells

There are three types of Runemasters: Darkness, Suppression, and Rune Carving. Dark Runemasters have powerful DD spells, while Suppression types have pulsating Bladeturn, and Rune Carving types use powerful bolts. A common tactic for Runemasters is to Nearsight their opponent and nuke until it dies. Be careful using slow speed weapons against them; Suppression Runemasters have six-second pulsating Bladeturn that can absorb anything you throw at them.

Tactics for Playing a Runemaster

- Nuke opponents till they glow. When they get close, root, run away, and repeat.
- Suppression Runemasters can have six-second pulsating Bladeturn, so if your enemy is using a two-handed weapon, chances are he won't touch you.

Tactics for Fighting a Runemaster

- Stun is your best friend. If you're a melee class and can shield slam, the Runemaster should die in two swings.
- If you are missing a lot, change to a faster one-handed weapon and avoid Bladeturn.

Thane

- Vulnerable to thrust, neutral to crush, and resistant to slash
- Uses crush or slash
- Primary attacks are axes, swords, hammers, and spells

Thanes are often portrayed as casters in chain mail, as they are able to cast powerful energy-based spells upon their foes. As a 2 spec point class, Thanes can spec in a variety of ways, including high shield. Thanes often open with ranged spells, then melee fellow duelers with the aid of a powerful self damage add.

Tactics for Playing a Thane

- Start off as far away as possible so you can use your storm calling to its full effect.
- Rebuff before battle. Without buffs, you're a Warrior without the hit points.

Tactics for Fighting a Thane

- If you're a melee class, close the distance; don't let him hurl thunderbolts at you.
- If you're a caster, your nukes are better than his. Kite the Thane if needed.

Warriors

- Vulnerable to thrust, neutral to crush, and resistant to slash.
- Uses crush and slash.
- Primary attacks are axes, sword, and hammers.

Warriors are your only pure tank class in Midgard, so they're highly trained in weapons. They have strong defenses and lots of hit points. Warriors open using a shield to stun you, then switch to a two-handed weapon. With Ignore Pain, Warriors have a second life. Sporting high levels of Determination and Purge, they're hard to control with spells like mez and root.

Tactics for Playing a Warrior

- Shield slam is your friend; time it wisely. If you see a Berserker go into Vendo mode, that's your chance. If a caster is running away, that's good too. Small shields use less endurance and have less of a delay, so those are your best bets.
- Against other tanks, using a shield is good, but against casters and hybrids, going two-handed yields better results. Especially after you slam.
- Use styles. In a one-on-one situation, you block and parry enough that some of those styles you never use come in handy.

Tactics for Fighting a Warrior

- What you see is what you get. Warriors are pure tanks who use weapons to kill. Find their weaknesses and exploit them.
- Casters can kite warriors. Don't let them get close to you. If you do (and you don't have PBAoE), you're dead.

